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PS2

PlayStation 2

ISSUE 38

FOUR EXPERT OPINIONS ON EVERY

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BEYOND GOOD & EVIL

We've got the exclusive preview of Ubi Soft's genre-busting 3D adventure!

THE HOME OF PS2 GAMING!

PREVIEWED!

COLIN McRAE 04

The flying Scotsman returns – and this time he's driving the right car!

LATEST SHOTS

GHOST HUNTER

We check out Sony's super-spooky psychological thriller. Ooh, the horror!

PREVIEWED!

TIGER WOODS 2004

We finally get to play the most realistic golf game... ever!

REVIEWED!

FREESTYLE METAL X

Start your engines and get ready to catch some serious air!

REVIEWED!

WARHAMMER 40,000 FIRE WARRIOR

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Pop Idol, Space Invaders, Sphinx, NARC, NBA Jam, Urban Freestyle Soccer

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'Who needs Halo?' - 91% Play magazine

WARHAMMER 40,000

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PlayStation.2 NETWORK ENTERTAINMENT

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Welcome

Have we got an issue for you this month? Sorry, I mean… have *we* got an issue for *you* this month! The usual summer lull that sees all the major companies suddenly stop releasing games because they assume you lot are all going to be out in the fresh air playing football or frolicking on the beach (there's just not enough frolicking these days if you ask me…) simply doesn't seem to have happened, and because from here on in we're counting down to Christmas, you can expect the games to start coming even thicker and faster from now on.

All that's in the future though – let's focus on the now. A now which has some very pleasant things in store for PS2 gamers. Like our exclusive *Beyond Good & Evil* preview, for example, which reveals newly redesigned characters and levels that no-one in the world has seen apart from us… and now you. Then once you've finished salivating over Ubi Soft's *potential* gaming masterpiece, make your way to the reviews section to check out three *confirmed* masterpieces, the tabletop game-inspired *Warhammer 40,000: Fire Warrior*, the extreme-themed *Freestyle Metal X* and the tuneful perfection that is Sony's *Amplitude*. We don't give out our Gold and Silver awards lightly, so to have three in one issue is a big deal indeed! Until next month…

Roy Kimber – Editor

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Remember when we told you this had the potential to be great? We were SO right!
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Pop Idol, Space Invaders, Sphinx, NARC, NBA Jam, Urban Freestyle Soccer

It's like no game you've ever seen… and there's a pig in it!

Get ready for a first-person shooter like no other…

FreQuency was as close to perfect as you can get… almost.

Will it be the *GTA*-beater it's being heralded as?

The speedy Scot returns … and he's looking better than ever!

Help the down-trodden Yanks throw off their oppressors…

PlayStation.2 ISSUE 38

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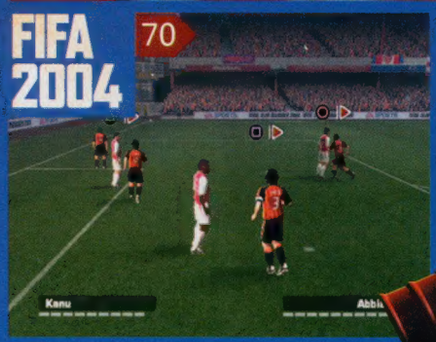

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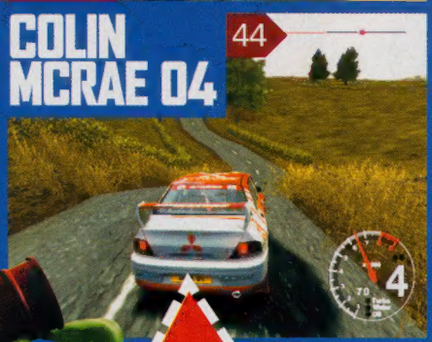

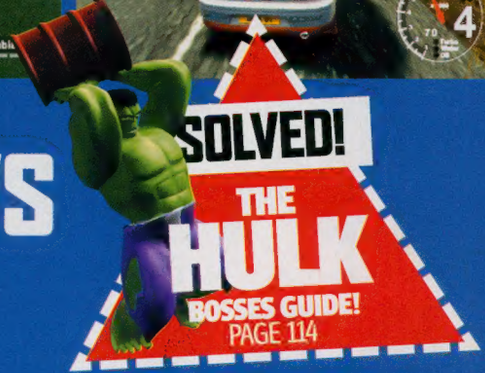

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POWERDROME: RACE OF CHAMPIONS, GHOSTHUNTER, POP IDOL, NFL STREET, SPACE INVADERS: INVASION DAY, PREMIER MANAGER

WELCOME

This month's new titles seem to be dominated by classic games getting the 2003 treatment. *Narc* is the best looking of them all – goodbye 2D scroller, hello fully 3D perp-busting brilliance. We can't wait for that one. Also making a welcome return is the *NBA Jam* series – if you find most basketball games a tad too serious then give Acclaim's game a whirl; once you take out the rules you'll discover American sports become a whole lot more exciting!

It's not all old games being resurrected though; EA has unleashed a major new franchise with *NFL Street*, which promises to take the world of *Madden* back to the neighbourhoods of small-town America. If you liked *NBA Street* (and judging by the sales figures, most of you did...) then this is a title not to be missed.

And as if all this isn't enough, we've also got updates on Sony's *Ghosthunter* and SEGA's *Headhunter: Redemption*, as well as the first shots of a little game called *Pro Evolution Soccer 3* that a few of you may be interested in... AAH, *PRO EVO 3*!!

P2 BIG STORY

ABOVE: There's a time for talking and a time for ass kickin'...

FIRST SHOTS The war on drugs is in your hands...

NARC

It's about time someone did something about the illegal drugs on our streets, and who better than... you? Older gamers will no doubt recognise the name *Narc*, as the original game was a massive hit in the late Eighties – but the new version is likely to be much more graphic and edgy, while keeping the spirit of the classic arcade original.

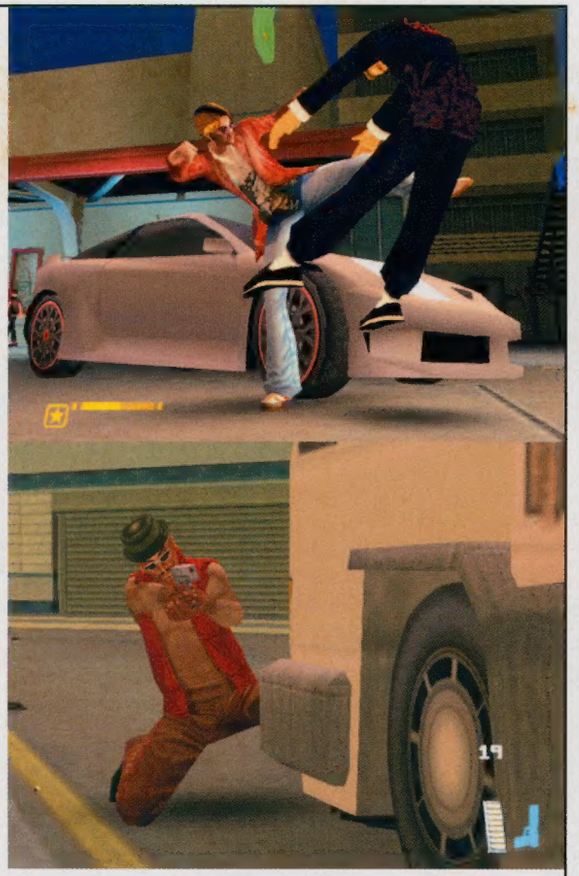
Players take on the roles of 'Hitman' and 'Max Force', ex-partners who are brought back together to crush the drug ring known as KRAK, run by the elusive and deadly Mr Big. This quest takes our two heroes around the world, from Eastern Europe to America, before they take on Mr Big at his island hideout. (Yep, that ol' arcade storyline...)

HISTORY LESSON

Narc first appeared in arcades around the world in 1988 and put players in the shoes of policemen of the future, whose mission was to take down drug dealers as well as their customers. As you blasted through the levels, money could be picked up to increase your score. Players were armed with machineguns and rocket launchers as they battled towards the ultimate showdown with Mr Big. *Narc* also allowed co-operative play, with both gamers taking the side of good against the evil drug empire. For its time, *Narc* was an impressively adult game that pushed the envelope when it came to violence in videogames…

As well as using all available weapons to take the scum off of the street, Narc's operatives need to use hand-to-hand moves, from simple punches to devastating headbutts. These are especially useful in the many mini-games, where you must stop crimes ranging from huge bank robberies to purse snatches – it's all in a day's work for Hitman and Max Force!

Mike Eglington of Midway Europe said this about *Narc*: "Following a deep and twisting story that drives the character player's control, *Narc* challenges gamers to bust and kill ruthless thugs and criminals in order to bring justice to the drug-infested streets."



ABOVE: When hand-to-hand combat is not enough, reach for your trusty pistol.

With the likes of *Grand Theft Auto: Vice City* proving so popular and games becoming more and more mature nowadays, it seems like the perfect time for Midway to be resurrecting *Narc*, and we predict that this is going to be one of 2004's biggest games. Don't say that we didn't warn you…

Reach for the stars...

LETHAL SKIES II

ABOVE: Every kind of aircraft you could hope for is available to fly...

Rejoin the elite forces of Team SW to help restore order to the warring nations in this post-apocalyptic adventure. *Lethal Skies II* boasts 20 new missions, with five bonus ones to unlock and seven new aircraft to add to its vast array of jets. New features include two-player mode and a unique fleet command capability. *Lethal Skies II* should be landing in the shops this winter.

P2 ANTICIPATION 7

Pro Evolution Soccer 3

THE BEST. BACK

We often hear sequels being described in such a way, but it's still a surprise to be told by Konami that *Pro Evolution Soccer 3* is, and we quote, "a mammoth step forward for the series" – exactly how is this possible, considering that the last game was as near to perfect as we could hope for?

One of the biggest new additions is the Shop – players can now gain points by playing through the training levels or by playing exhibition games, and these can then be traded in for new stadiums, strategies and teams, meaning that gamers who invest as much time in the new game as we have with the last instalment will have plenty of incentives to keep playing.

Another cosmetic change is evident in the players themselves, with facial expressions being added so you can really see the pain in the faces of the losing team. Also injuries are more apparent now, thanks to the addition of bandages to the injured players. There's a difference in the stands too – fans are now dressed appropriately depending on the weather, and the popularity of the teams is shown by how full the stadium is for each game.

"Hang on a minute!" We hear you cry. "Enough with the cosmetics, what about the game itself?" Well, bear in mind how fantastic the second game is and then imagine a smoother, more controllable and realistic footballing experience, and that, in a nutshell, is *Pro Evolution Soccer 3*. We'd like to tell you more about the hands-on experience, but we're too busy playing it! Needless to say, you can expect an in-depth very soon. This. Will. Rule.

P2 ANTICIPATION 10

Welcome to the powerdrome

POWERDROME RACE OF CHAMPIONS

If you happen to have your nostalgic hat on, then you may be able to cast your mind back to 1989 and the release of the original *Powerdrome* on the Atari ST, Amiga and PC. Seen by many as the pioneer of the futuristic racing genre, *Powerdrome* was noted for its pure (yet deviously tricky) races, and for being one of the first games to incorporate link-up multiplayer racing.

Now, *Powerdrome* is back and eager to demonstrate its own definitive brand of hi-octane hover racing. As developer Argonaut put it: "*Powerdrome* is racing in its purest, most distilled form: no weapons, no gimmicks – nothing but raw power versus sublime control. The victor is the one who can ride the knife-edge between mastery of his vehicle and oblivion."

Powerdrome: Race Of Champions features more than 21 beautifully rendered tracks constructed by what Argonaut claims to be the best CG team in the country, as well as real-time damage and vehicle deformation systems. Argonaut has also spent a great deal of time on character body and facial animation. The design of the vehicles means you are up close and personal with the drivers in every race. This in turn makes the planned global online *Powerdrome* racing community or four-way multiplayer an experience filled with identifiable individuals only too keen to let you know what they think about your piloting skills. The intense, breakneck action is due on our PS2s at the beginning of 2004.

P2 ANTICIPATION 7

ABOVE: Things have moved on slightly since the release of the original game, as you can see. Still, the original *was* created and written by just one man...

P2 VOLCANO

What the world is waiting for

AMPLITUDE

Frenzied music-based brilliance with David Bowie, Blink 182 and Weezer. And the PAL version is even better than we had hoped... rejoice!

DOG'S LIFE

The world's first game to offer you first-person dog action. We're always moaning about a lack of originality in games, so this should be the answer to our prayers. Woof!

THE SIMS: BUSTIN' OUT

The original game kept us up all night and so this sequel is likely to finally kill off our social lives for good.

HARRY POTTER AND THE PHILOSOPHER'S STONE

Look, the PS2 is backward compatible, so you don't need to update PSone games, okay? Stop milking the cash cow already!

A DESIGN FOR LIFE

Serious about getting into the gaming industry? In that case, The Surrey Institute Of Art And Design University College has the answer – a new one year Masters Degree in Digital Games Design. The course clues you up on technical and software skills as well as theoretical and professional studies and consists of 12 modules comprising seminars, workshops and lectures.

The Deputy Dean of the Institute's Faculty of Design told us: "The programme reflects the huge growth in popularity of computer games and, as a consequence, the demand for technically adept designers with advanced understanding of the cultural context in which they operate."

There are currently 6,000 people employed in games development, with the UK games industry comprising 20,000 in total, so the course may well throw up the next generation's gaming icons. If you'd like more information, call the Institute's Registry on 01252 722441 or email: **registry@surrart.ac.uk**

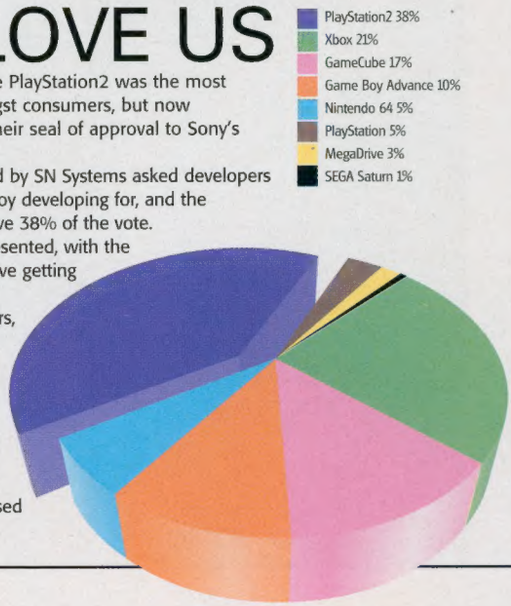
THEY LOVE US

We already knew that the PlayStation2 was the most popular console amongst consumers, but now developers have also given their seal of approval to Sony's magical machine.

An online survey conducted by SN Systems asked developers which machine they most enjoy developing for, and the PlayStation2 received a massive 38% of the vote.

Older machines were represented, with the SEGA Saturn and the MegaDrive getting the nod, while Sony's original PlayStation still has its admirers, picking up 5% of the vote.

Andy Beverage of SN Systems commented: "Although some developers look back with nostalgia on developing for older platforms, it's clear that the vast majority are pretty obsessed with the latest technology."



Tango launches mega PlayStation2 promotion

PARTY ON!

Had you been in the vicinity of top London nightspot Nells one Wednesday last month, then you might well have spotted a bunch of boozed-up celebs (and celeb wannabes) getting all hot and bothered over a bunch of PlayStation2 games, the centrepiece of which was the recently released Eye Toy. Celeb-spotters would have seen such well-known names as Richard Blackwood, Tim Vincent, Jonathan Rhys Myers, Fern Cotton and approximately 30 per cent of Blazin' Squad, at an event hosted by Sarah Cawood of *Top Of The Pops* fame.

Also along for the free booze and accompanying free publicity were a handful of *Big Brother 4* rejects (sorry, sorry – make that 'evictees') desperately coasting along on their 15 minutes of fame, as well as a couple of up-and-coming bands – Steps-alikes Phixx and girl band Tommy.

In addition to the free-flowing alcohol, the night consisted of a variety of PS2-based challenges, as the point of the whole thing was to kick off Tango's massive Game On PlayStation2 promotion, which runs on all promotional packs of Tango until around the middle of September. Each pack of Tango you buy contains a unique code which can win you a bunch of more than half-decent prizes, including five PS2 packages worth £2,000 each (featuring TV, games, peripherals, etc), ten Eye Toy console packs, 15 PS2s and 1,000 PS2 games. Each code also gives you the chance to win the ultimate prize – the opportunity to be digitally recreated as a character in an actual PlayStation2 game! Simply pop along to **www.tango.tv/gameon** and input a code from any pack for the chance to enter a score in Tango's online game. The highest scorer registered on 31 December of this year gets their mug in the game!

As for the event itself – well, when you mix free beer with PlayStation2 games you can't go far wrong, and as we've mentioned before, watching people play on the Eye Toy is actually just as much fun as playing it yourself, so a great time was had by all, celebrity and non-celebrity alike. For those interested in that sort of thing, Tango's 'Celebrity Eye Toy Challenge' was won in the end by Hayley and Chris from Phixx, who received their trophy from the lovely Ms Cawood. There, a whole news feature on an event attended by Blazin' Squad, and not one crack about how crap they... [snip!]

ULTIMATE GAMER ANNOUNCED

Stuart Kennedy, a 21-year-old student from Birmingham, has become the first person to be awarded the Sci-fi Channel's Ultimate Gamer award, along with a cheque for £15,000. The final of the competition took place at the Empire Cinema in Leicester Square, where Kennedy played *The Hulk* on the massive cinema screen and eventually, after two tiebreakers, beat all-comers to take the title.

While we applaud Stuart Kennedy's effort, we were a little disturbed by this after-show comment: "Getting to play *Hulk* on the massive screen here at the Empire has been the best thing about winning." What? Better than 15 grand? Kids today...

JUSTICE LEAGUE

What could be better than a superhero game? A superhero game that features all of our favourite comicbook stars in one game, that's what! And that's exactly what Midway's getting set to unleash with *Justice League*, due to hit consoles early next year.

Justice League is based upon the Cartoon Network television show of the same name, and allows you to take control of Batman, Superman, The Flash and lesser-known stars like Martian Manhunter (apparently he can alter his body density and uses said power to pass through objects. Very clever. Very cunning indeed).

The history of *Justice League* is an interesting one – as far back as 1940, *Justice Society Of America* brought together the top heroes of the day in a comic book and became a smash. The comic ran for 11 years, but the idea was revived in 1960. Soon, the idea was taken to television and *Super Friends* was massive throughout the Seventies. It was 2001 when the idea was again resurrected, and *Justice League* has been one of Cartoon Network's biggest shows ever since.

The Justice League previously appeared in pixellated form on the Super Nintendo, but this is the first fully 3D realisation of the super team, and just the chance to see Batman and Superman fighting together is enough to get us interested. Watch for the first screenshots of *Justice League* very soon, comic fans!

ABOVE: The most realistic *Hitz* experience... ever!

Ice to be back...

NHL HITZ PRO

We've been long-time fans of Midway's *Hitz* series, and it has always provided a respite from the seriousness of the EA games. Now, though, Midway has decided to change the focus of the series and make it more like the real thing. We can't help thinking this may be a very big mistake – how many simulations are there out there? Plenty. Still, we remain open minded and Midway has promised us that the playability and humour won't be lost.

The biggest difference is that the gameplay is now five-on-five, with all the real NHL superstars in their respective positions. All the real penalties are also to be enforced, from holding to offsides. Teams act in exactly the same way as their real life counterparts and Midway promises that the handling is more realistic than any other hockey game on the market.

As well as upgrading the Franchise mode so you can build your team from scratch, there's a deeper Hockey School option where NHL coach Scotty Bowman teaches you everything you need to know to become king of the rink.

This year also sees *Hitz* going online, and Midway is intending to set up tournaments to discover who really is the best *Hitz* player in the world.

All this seems fine to us, but the question still remains: Is Midway doing the right thing by changing a successful formula or are we about to lose one of our most loved franchises? We'll know soon enough...

MIDWAY TALKS

We had to find out more about the latest *Hitz*, and so got in touch with the development team to bring you this exclusive interview:

P2 Why the move away from the arcade style of the old games?

A: Nationwide focus-testing of sports videogamers produced a clear message, which was that gamers applaud Midway Sports' trademark arcade-style gameplay and intense action, but also want to experience their favourite teams, players and stadiums in an authentic professional sports context. Midway Sports answered the call by taking *NHL Hitz* in a new direction.

P2 How will *Hitz* face up against EA's NHL game?

A: *NHL Hitz Pro* will be very competitive in the videogame hockey genre.

P2 Will it still include fantasy teams?

A: Yes, there are new fantasy teams, but not in the aspect you're used to seeing in *NHL Hitz*. Long gone are the days of disco ice and shark-heads on the moon. *NHL Hitz Pro* features fantasy characters that hockey players can relate to. Growing up, playing pond hockey was every kid's dream if you grew up in Canada or any other cold weather country. Roller hockey is extremely popular now, so we have a Roller Hockey mode that is sure to please everyone purchasing *NHL Hitz Pro*.

P2 What else is new?

A: *NHL Hitz Pro* features 5-on-5 gameplay, league rules, penalties, and for the first time live online head-to-head gameplay on PlayStation2. *NHL Hitz Pro* includes authentic 23-man player rosters that bring together pro players and team lines with real offensive and defensive formations in precise correlation with each NHL team. Also featured in *NHL Hitz Pro* is an improved AI that is so authentic, gamers will think they are playing with the NHL pros! New goalie animations, logic and behaviour are realistically captured and feature everything from stacking the pads to smothering loose pucks to diving headfirst across the crease and saving the game. Adding to the fast pace and excitement, *NHL Hitz Pro* introduces context-sensitive plays, which give players the ability to score using authentic wraparound shots and set a new benchmark for hockey games. Players will feel the tension and strain of NHL action with a new Player Fatigue System that causes them to tire out after experiencing tough checks.

GHOSTHUNTER

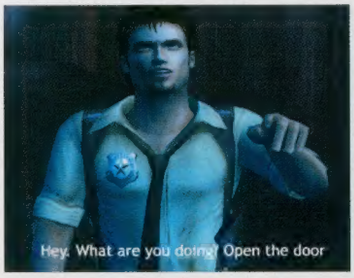
Who you gonna call...?

With the survival horror genre spewing out more sequels than you can count on both hands, it's refreshing to see that Sony is putting its neck on the line with the forthcoming adventure *Ghosthunter*, and one glance at these new screens indicates that the risk might just pay off. Developed by the BAFTA award-winning team behind *Primal*, SCEE promises a thrilling adventure that combines puzzles and combat with "spine-chilling terror" which is loosely based on popular horror movies from the Seventies and Eighties.

The tale of *Ghosthunter* begins in the 1970s, when Professor Peter Richmond discovers the existence of spirits while working for a secret research team for the US military. He sets up a team of Ghosthunters to track down these entities and study them. They soon learn of a malevolent spirit known as Hawksmoor, the leader of a phantom council called 'The Parliament of Spooks', which is determined to rob the life from the living.

Hawksmoor is obsessed with the professor's assistant Kate Heller, who he believes is 'the one'. However, while Heller tries to escape from Hawksmoor, their spirits are accidentally trapped inside the professor's machine known as 'the array'. After Heller's disappearance, and when several children from a local school are murdered, Richmond is blamed for their deaths and forced into exile. That's the last anyone hears of him until a Detroit cop called Lazarus Jones unwittingly unleashes Hawksmoor's ghost over 30 years later...

P2 ANTICIPATION 9



P2 speaks exclusively to Mark Green, the Communications Manager for Cambridge Studio at SCEE, about *Ghosthunter*:

P2 Tell us about the character of Lazarus Jones.
Mark: Well, Lazarus is a homicide cop in Detroit. On his first day in a new job he's sent to investigate a series of murders at an abandoned High School. While searching the school basement, he inadvertently unleashes a horde of trapped ghosts. In the ensuing madness one of them merges with him, allowing him to see into the realm of the dead, and another altogether more sinister ghost kidnaps his more experienced partner, Anna Steele. Lazarus is somewhat dazed and refuses to believe that he's actually seeing ghosts – surely he's just banged his head or something? However, as the game progresses he comes to realise that he really is seeing ghosts and that he has a lot more to do than just rescue his partner!

P2 Who is Astral?
Mark: Astral is the ghost who merges with Lazarus at the start of the game. To be totally accurate, she's not actually a ghost, her real name is Kate Heller – but then maybe I'm giving too much of the plot away... What I can tell you is that she becomes the second player character in the game. Lazarus is a stand up and fight kind of guy, but Astral has some special ghostly powers, taken from the ghosts that you've captured, and she can use these to help you progress.

P2 What ghostly gadgets can we expect?
Mark: Well the basic tool in Lazarus' arsenal is the ghost grenade, a device by which he captures the ghosts and puts them back in the array, the specially designed ghost prison. Linked with this are a selection of other weapons, both real-world (pistols, shotguns and the like) and enhanced ghost weapons (like the ghost lasso which can be used to drain the ghosts' energy).

P2 Which games does *Ghosthunter* most resemble?
Mark: It's a third-person action adventure, and it probably falls close to the survival horror genre (although we prefer 'survival horror evolved') and I'm sure people will make comparisons with all sorts of games, but to us it's far more like a lot of films we love. The swamp level is inspired by *Deliverance* and *The Texas Chainsaw Massacre*, and the ship level takes inspiration from *The Deep* and, bizarrely, *The Poseidon Adventure*!

P2 Any news on *Primal 2*?
Mark: We've all seen those *Star Trek* episodes where all futures are possible – well, that's pretty much what it's like here at the moment. In some future dimensions *Primal 2* exists, in others it doesn't. Hell, in one alternate dimension I'm sure it probably exists as a pinball game with music by Blue – but hopefully that won't be our reality!

TOTAL CLUB MANAGER 2004

We're football crazy; we're football mad, we can't think of a football game EA hasn't had...

The market leader in soccer games is back with *Total Club Manager 2004*; the first fully authentic management sim on the PS2, or so they say. Now you get the chance to chose your favourite team and manage them the way you've always wanted. Duties include buying and selling players, giving players bonuses or penalties, creating your own unique training sessions, dealing with the media and keeping the fans in the stalls. Get all this right and you could soon be giving Sven a run for his money.

As well as an impressive 30,000 FIFA pro players you can also opt for any of the 25,000 generated players from the roster, all of which have improved player and team AI. The game includes a number of short player missions, such as getting a mid-table team in just ten games, so it's not all pencil-pushing desk-work. However, if you want a short break from the pressures of being a manager, EA has added a Freeplay mode where can also pit your team against your friend's without having to complete your managerial duties. If this wasn't already incentive enough, TCM has been 'football fused', so you can also play with your improved team in *FIFA 2004*. For footie fanatics everywhere this is one to keep an eye on.

ABOVE: Don't think you need to be sporting!

P2 ANTICIPATION 8

PS2 CHARTS

01 [illegible]
Eidos
Lara took ages getting here, but you still welcomed her back...

02 [illegible]
Sony
Excellent collection of insane party games

03 [illegible]
Sony
The online revolution rattles on

04 [illegible]
Atari
Well, at least it makes more sense than the movie

05 [illegible]
Empire
Cool Seventies duo returns for more action

06 [illegible]
Vivendi
Vivendi has a Hulk SMASH

07 [illegible]
EA
Bond makes a superhero leap back up the charts

08 [illegible]
Rockstar
Is there anyone who doesn't own this already?

09 [illegible]
Rockstar
Rockstar's other big franchise

10 [illegible]
Codemasters
We know it's 'only snooker', but it's bloody brilliant, all right?

11 [illegible]
Ubi Soft
The big Xbox hit is still shifting units

12 [illegible]
KOEI
Hack, slash, hack, slash, repeat to fade

13 [illegible]
Sony
A number of promotions keep this driving up the chart

14 [illegible]
Konami
Konami dances up a storm with a groove extravaganza

15 [illegible]
EA
The PC classic still impresses

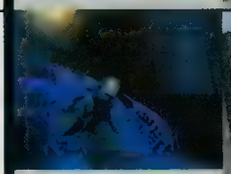
16 [illegible]
Oxygen
Dull and lifeless tennis. Avoid

17 [illegible]
EA
Fighting and rap tunes equal a smash hit

18 [illegible]
Acclaim
Exciting and addictive tennis. Buy

19 [illegible]
Capcom
Dante is back and so are those pesky demons

20 [illegible]
Activision
Nazis, zombies, big guns, oh my!



PILLAGE

Zed Two, the creator of the classic *Wetrix* series, is planning on releasing its turn-based action game, *Pillage*, early next year. The action takes place in a future where people have thrown away technology and returned to the simple life in an attempt to avoid the attention of evil creatures that have been wiping out anyone who gets in their way.

Following the wiping out of his tribe, Low and his feisty sister Pepper are recruiting warriors to take back the power, which, of course, is where you come in.

Rather than just focusing on the action, Zed Two has also brought on board Paul Rose, a TV scriptwriter, to ensure that players get drawn into the story and actually care about this ragtag bunch of revolutionaries.

Pillage doesn't have a publisher yet, but you can be sure that P2 will be keeping you up to date with the game's progress.

VOICE TALENT ANNOUNCED FOR XIII

We seem to have been waiting an eternity for Ubi Soft's cel-shaded shooter *XIII*, but at least the time has been well spent, if the recent code that we played is anything to go by.

Now Ubi Soft has announced the voice cast for the project, with the titular character being played by old Fox Mulder himself, David Duchovny. Talking about the role, Duchovny said, "*XIII* isn't like any videogame I have ever seen – it plays like a suspense movie with a conspiracy-ridden storyline filled with enough twists and turns to keep everyone guessing. Players are in for a lot of surprises with this game – things are never what they seem, making for good drama and a great game."

Duchovny is joined on the project by rapper Eve in the role of Major Jones and original *Batman* actor Adam West, who's signed up to play General Carrington. West commented: "*XIII*'s visual style is extremely eye-catching. The game's comic text and pop-up windows are similar to elements we used with the *Batman* series to stay true to the comic. In *XIII*, it builds this graphic-novel world to the last detail."

Provided there are no more delays, we should see *XIII* before the end of the year.

FIRST SHOTS

More football action... but taken out of the stadium

NFL STREET

You'd think, having the genre sewn up with the unbeatable *Madden* series, EA wouldn't consider starting another American football franchise. Yet, after the success of *NBA Street*, it seems EA has realised that the arcade sports market is also up for grabs, and thus here comes *NFL Street*.

P2 Why release an American football title when we've got *Madden* and *NCAA*?
EA: *NFL Street* addresses a completely different market. While *Madden* and *NCAA* have large, loyal followings, they are both simulation products with fairly complex controls. *NFL Street* is very easy to pick up and play. The lack of traditional football rules makes gameplay faster, easier to understand and ultimately more fun for the casual NFL fan.

P2 What differentiates this from your other American football titles?
EA: *NFL Street* stresses style over strategy. There are many American football titles on the market, but the other titles concentrate on replicating what happens in the stadiums. *NFL Street* looks to show what happens off the field, where players develop their game without the constraints of real world football. The environments play a big role too, because the fields vary in size and playing surface, so you're best to adjust your strategy for each field. For example, you'll want to go with a speedy line-up for a long field with grass or hard dirt surface, but a power running game would be best on short, wide fields and when playing in the mud.

P2 Are there real players and teams in the game?
EA: Yes, over 300 current NFL players, plus legends like Barry Sanders. All 32 NFL teams are represented here.

P2 Is *NFL Street* aimed at sports or arcade fans?
EA: Both, really. The arcade sports genre has a long history in the states. The most recent success, *NBA Street* shows how arcade gameplay can be mixed with stadium sports to create unique new experiences. The sports fans love that they can play with their favourite teams and stars, the arcade gamers love that they can pitch to anyone on their team, throw passes off walls and tackle players into lampposts.

You won't see punts, field goals or kicking here, but there's a wealth of insane tricks, and with no penalties it truly is 'anything goes'. This doesn't mean you can't play as your favourite NFL stars – there are over 300 available, and they aren't wearing helmets so their features have been exaggerated, giving the game the necessary cartoon look. Don't want real stars? No problem; in the Create-A-Player option, everything from the team's colours and logos to their hairstyles can be altered.

The gameplay in *NFL Street* isn't just about scoring points – each play earns your team Showboat points which in turn earn you a Gamebreaker. Suddenly your player is on fire (not literally) and can destroy the opposition and go for the endzone – or in this case, the trash can or whatever is marking the field! Yes, instead of the regulation lines, *NFL Street* alters the dimensions of the playing field, and with playing surfaces like sand or mud, it's unlikely that using the same tactics constantly will result in victory. Sorry, *Madden* experts.

Online play is available, plus four-player multi-tap action and, as this is an EA Sports game, we can be sure of a rocking soundtrack. *NFL Street* is set to surface in early 2004. We'll keep a very close eye on this one.

P2 ANTICIPATION 8

Pop Idol

Can you top the charts?

Even though many of us despise the television version, the PlayStation2 edition of *Pop Idol* is looking good, as these latest screens prove. Codemasters, after much interrogation from us, has also revealed some new modes set to get the party started.

Firstly, *Pop Idol* now gives you the chance to hook up your dance mat and use it to control the voice of your contestant. You need to keep tapping in time to keep the dreaded Cowell happy and impress the other judges.

The other new revelation is that *Pop Idol* includes a four-player Party mode, where you take it in turns to perform your favourite songs. After each song, players not only get to hear the opinions of the judges, but your opponents also get to vote you a hit or a miss, with secret joypad combos meaning you won't know who said what. Sneaky.

Performing the songs involves matching the lyrics on the screen with the beat, via a series of button combos. Get it wrong and your superstar goes out of key, or misses that all-important move. Expect our expert non-Cowell endorsed verdict on *Pop Idol* soon.

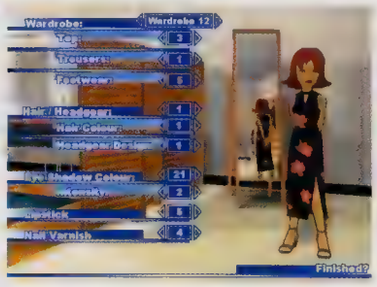
P2 ANTICIPATION 8

ABOVE: Is this guy the coolest video games character of the year, or what?

ABOVE: If you are going to tackle the mighty Robbie Williams, then you'd better be good or Cowell is likely to tell you exactly how bad you are

SMASH HITS

Good day, my young friends. Yes, that's right, it's me – Simon Cowell, but you can call me Sir. Anyway, I'm just here to tell you that Codemasters' brilliant new *Pop Idol* game features an impressive 40 top ten songs to choose from, including such classics as *Like A Virgin*, *Baby One More Time* and *Livin' La Vida Loca*. Now get practising, before I give you the tongue lashing you so richly deserve... simpletons!



COMPETITION

Win the excellent *Phone Booth* on DVD, plus a flatscreen TV and DVD player!

The tense thriller *Phone Booth* is coming to DVD, and P2 is celebrating by giving you the chance to win some excellent prizes!

Phone Booth stars Colin Farrell as the unfortunate prey of a sniper who insists he will shoot him if he leaves a phone booth – looks like Colin should have got himself a mobile! The movie also stars Kiefer Sutherland and is an excellent way to have your nerves shattered.

As well as the movie on DVD, the lucky winner of our competition will win a Samsung DW-21G6VDX flatscreen TV/DVD combo to watch it on. As if this wasn't enough, the winner also receives a new Nokia rear cover (for the 3310/3330/3390 or 3410 models) that incorporates 12 videogames which can be enjoyed anywhere – including *Classic Tetris*! The unit has its own speaker and is powered by the phone's normal battery.

Five runners-up receive the Nokia accessory as well as a copy of *Phone Booth*.

All you need to do to win these amazing prizes is answer the following question:

Phone Booth stars Colin Farrell and Kiefer Sutherland – which 'time sensitive' TV drama starring Kiefer Sutherland has just finished its run on BBC2?

To enter, simply call **0901 4044418**. Calls cost 50p. Please seek permission from the bill payer before calling. This number may not be accessible for some networks.

OR

You can text your answer to **87025**. Please text P2a followed by a space and then your answer, name and address. Paragon would like to make you aware of forthcoming value added promotions and offers by text. If you do not wish to receive this information, please type in 'OPT OUT' at the end of your text. Messages cost 50p, plus the cost of a normal text message. Please seek permission from the bill payer before entering.

TERMS AND CONDITIONS

The closing date for the competition is 2 October 2003. The Editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors may not enter. The winners will be notified in writing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

Space Invaders: Invasion Day

WHO WILL SAVE THE EARTH?

A teenager who lost his friends to the space invaders.

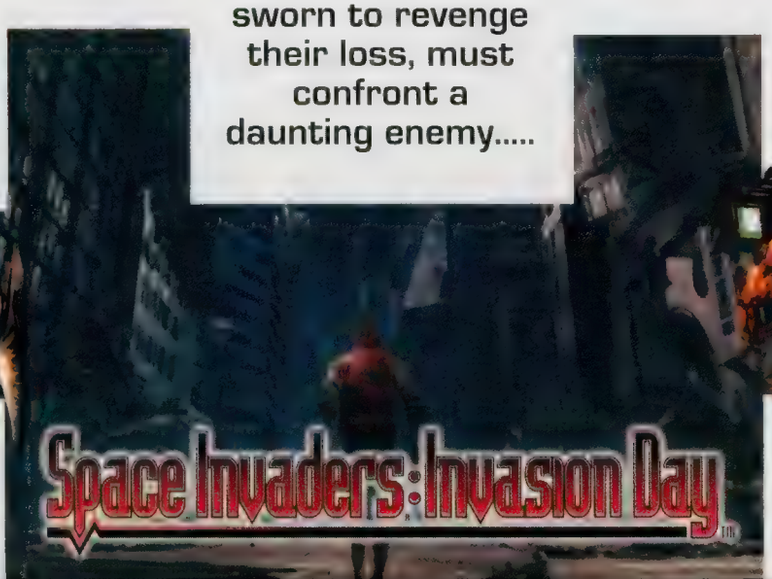
A camera women searching for her missing boyfriend.

A police officer whose partner was killed in action.

Three characters, sworn to revenge their loss, must confront a daunting enemy.....

An out-and-out, old-school, shoot'em-up that sees our extra-terrestrial enemies back doing what they do best

Three playable characters all with different attributes, weapons, and paths through the game's story



Space Invaders: Invasion Day

1978 CLASSIC SPACE INVADERS
L1R1X0
ALSO INCLUDED

Sammy
TAITO big interactive

INVASION BEGINS
5th September 03

Game © TAITO CORP 2002, 2003. Published by Sammy Europe Limited.
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FIVE ALIVE

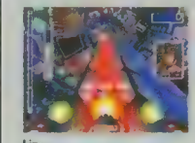
The games that have been spinning in our PS2s this month.

Ali:
THE ITALIAN JOB

I'll have to go with Kendall on this one. I looked forward to this game because I love the (original) film, and although it could never live up to that potential *LA Heist* is a fun racer that's keeping me occupied for now...

Shaun:
FREESTYLE METAL X

Okay, so it's yet another 'extreme' bike game – but it's one of the best. Massive levels, ridiculous stunts, buckets of gameplay and a great soundtrack too! Fun, fun, rock and fun!

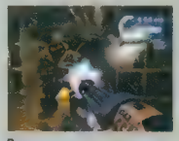


Liz:
AMPLITUDE

I've been having serious cravings for this game ever since I got my mitts on the preview code. Non-stop party action, kicking soundtrack and vibrant graphics makes this a must have... unless, of course, you want to keep your social life.

Kendall:
THE ITALIAN JOB

While admittedly, you are unlikely to still be playing Eidos' game a few months from now, its quickfire arcade action has kept me glued to my machine recently. It's dumb but it's fun!



Roy.
WARHAMMER 40,000: FIRE WARRIOR

Obviously I was going to play this a lot as it was the lead review, but even when I'd got far enough through that knew exactly what score to give it, I still couldn't stop playing. An incredibly immersive experience which left me seriously in need of sleep when I'd finished it!

BELOW: Does this look like *Space Invaders* to you DOES IT?!

FIRST SHOTS A classic gets a facelift

SPACE INVADERS INVASION DAY

When someone mentions *Space Invaders*, we tend to get incredibly excited and revert to childhood. So when we heard that a PS2 version was coming, we dreamt of all the arcade versions on one magical disc. Then we heard the dreaded word 'update', and saw these screenshots – hang on fellas, this doesn't look anything like *Space Invaders*! What the hell is going on? We need to sit down...

Space Invaders: Invasion Day features earth-based action, with all the levels taking place across a big city landscape. It also includes a Story mode where you can choose between three main characters, each with different weapons and storylines. Still sound nothing like *Space Invaders*? Well, the Survival mode is closer to the spirit of the original, with waves of aliens coming down and the only plan being to stay alive. Now *that's Space Invaders*!

The good news for classic arcade fans is that the game promises a hidden version of the 1978 original – we're not sure how you access this yet, but you can be sure we'll find out when it comes in for review. *Space Invaders: Invasion Day* is set for release in September and costs a mere £14.99.

GAME
£5
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P2
ANY GAME PRICED £29.99 OR OVER
For our readers in Ireland, this voucher entitles you to € 7 off when you spend € 44.99 or more

RELEASE LIST

Game Title	Publisher	Anticipation
SEPTEMBER		
Galidor Defenders Of The Outer Dimension	EA	★★★★★★
Richard Burns Rally	SCi	★★
My Street	Sony	★★★★★★★★★★
Tiger Woods PGA Tour 2004	EA	★★★★★★★★★★
Rugby 2004	EA	★★★★★
Alter Echo	THQ	★★★★★
Unlimited Saga	Atari	★★★★★★
Splashdown 2	THQ	★★★★★★
Soul Calibur II	EA	★★★★★★★★★★
Freestyle Metal X	Midway	★★★★★★★★★
Chaos Legion	Capcom	★★★★★★★
Breath Of Fire: Dragon Quarter	Capcom	★★★★★★★
True Crime: Streets Of LA	Activision	★★★★★★★★★★
Daredevil	THQ	★★★★★★
Reel Fishing 3	Ubi Soft	★★
Starcraft Ghost	Vivendi Universal	★★★★★
Freedom Fighters	EA	★★★★★★★★
Conflict: Desert Storm 2	SCi	★★★★★★★★
Maximo Vs The Army Of Zin	Capcom	★★★★★★★
Crouching Tiger, Hidden Dragon	Ubi Soft	★★★★★★
Colin McRae 04	Codemasters	★★★★★★★★★
Resident Evil Outbreak	Capcom	★★★★★★★★★★
NHL 2004	EA Sports	★★★★★★★★
Syphon Filter: Omega Strain	Sony	★★★★★★★
Finding Nemo	THQ	★★★★★★
OCTOBER		
Medal Of Honor: Rising Sun	EA	★★★★★★★★★★
Sphinx And The Cursed Mummy	THQ	★★★★★★★★★
SSX 3	EA Sports BIG	★★★★★★
FIFA 2004	EA Sports	★★★★★★★
Time Crisis 3	Sony	★★★★★★★★★
XIII	Ubi Soft	★★★★★★★
Fallout – Brotherhood Of Steel	Vivendi	★★★★★★★
Broken Sword: The Sleeping Dragon	THQ	★★★★★★★★★
LMA Manager 2004	Codemasters	★★★★★
Kya: Dark Lineage	Atari	★★★★★★★
SEGA Rally 3	SEGA	★★★★★★
NBA Jam	Acclaim	★★★★★★★★★
Teenage Mutant Ninja Turtles	Konami	★★★★★★★★★★
Richard Burns Rally	SCi	★★
Wallace & Gromit	BAM!	★★★★
Bulletproof Monk	Empire	★★★★★
NOVEMBER		
Legacy Of Kain: Defiance	Eidos	★★★★★★★★★
Terminator 3	Atari	★★★★★★★★
Beyond Good & Evil	Ubi Soft	★★★★★★★
Castlevania: Lament Of Innocence	Konami	★★★★★★★★★★
Batman 2 Rise Of Sin Tzu	Ubi Soft	★★★★★★
Frogger's Adventures: The Rescue	Konami	★★★★
Pro Evolution Soccer 3	Konami	★★★★★★★★★★
Pilot Down	Wanadoo	★★★
Mission Impossible 2 Operation Surma	Atari	★★★★★★
Tony Hawk's Underground	Activision	★★★★★★★★★
Air Force Delta Strike	Konami	★★★★★★
IronStorm	Wanadoo	★★★★★
Tak And The Power Of JuJu	THQ	★★★★★★
Sniper Elite	Wanadoo	★★★★★★★
RPM Racing	Wanadoo	★★★★★★
McFarlane's Evil Prophecy	Konami	★★★★★★★★★
Prince Of Persia: The Sands Of Time	Ubi Soft	★★★★★★★★★★
Virtual On Marz	SEGA	★★★★★★
WWE Smackdown! Here Comes The Pain	THQ	★★★★★★★★★★
Ghost Master	Empire	★★★★★★★
DECEMBER		
Lord Of The Rings: The Return Of The King	EA	★★★★★★★★
The Matrix Revolutions	Atari	★★★★
Ice Nine	Bam	★★★★★★
Ghost Hunter	Sony	★★★★★★★★
Gran Turismo 4	Sony	★★★★★★★★★

ABOVE: C'mon punk – take your best shot.

Metros for goalposts...

URBAN FREESTYLE SOCCER

We British. We're dead hard, right? We don't need armour and helmets and giant shoulder pads. Hell, we're so tough we don't even need grass to play on. No, just give us a ball and a concrete park littered with burnt out cars to use as goalposts and we'll have a game on our hands.

Urban Freestyle Soccer features graffiti-strewn, urban inner-city 'pitches', which serve as 'hoods' for ten different street gangs. The gangs, rather than being happy with their own patch, plan to take control of the entire city through the universally accepted medium of football. Each gang – ranging from the likes of Rastas to skate punks to convicts – comes equipped with its own distinct style, skills and soccer tricks.

With four-on-four arcade action, over the top moves and dirty tricks, *Urban Freestyle Soccer* plays extremely similar to the likes of *SEGA Soccer Slam*, but has the added advantage of a gritty atmosphere and some awesome licensed music to kick the ball about to, as well as eight varied game modes like Street Wars, Freestyle and loads of mini-games.

Now we just have to wait till October so we can become king of the urban jungle!

P2 talked to Dene Landucci of Silicon Dreams to find out more about this soccer sensation...

P2 What's unique about this game?
Dene: I think first and foremost it's the urban, gritty feel that we've tried to incorporate into the game. The inspiration for this product came from the *Fight Club*-style footie ads that were running around the time of the World Cup – the Eric Cantona ones where the guys had taken their top players from Spain, Italy, France, etc and brought them into an enclosed environment to battle to the sound of Elvis Vs JXL. The ads dealt with the top players from around the world who were renowned for their showboating; what we've done is take that concept and bring to it an urban, gritty feel which is more synonymous with the way kids and teenagers play nowadays in a street environment.

P2 So, it's urban and gritty then? Can you tell us a bit about the teams and the environments?
Dene: In the finished game there will be ten teams, each with their own style, each with their own physique, each with their own fashion sense, and each of those teams has its own home 'turf'. There are a number of ways in which you play against the different teams, one of which is 'Turf Wars', where you play as one team and then in a sort of *Command & Conquer/Defender Of The Crown* kind of game take on each of the others, with the aim being total domination of the other teams' environments.

P2 There are four players on the field... no referee?
Dene: Oh, definitely no referee, no, and you'll see the benefits of that in the way that certain teams will take on certain other teams. The teams with the bigger members, for example, have a 'less subtle' way of playing and tend to be a bit more vicious off the ball, the sort of thing that you wouldn't be able to get away with if you were playing with a referee.

P2 And if you had to pick one thing about the game which makes it stand out, or one thing which you personally particularly like about the game, then what would that be?
Dene: It's difficult to talk about one unique feature, because there's so many months worth of work that have gone into it...

P2 That may be so, but we're going to push you here – if you HAD to pick just one thing, let's say your life depends upon it...
Dene: I think then it would have to be the actual building up to a 'Netbuster' move. What you have to do here is to showboat, and string together as many tricks as you possibly can, and then when your bar starts flashing on the screen, that allows you the opportunity to 'Netbust'. The Netbuster move gives you an 80 per cent chance of scoring from wherever you happen to be on the pitch, basically giving that player a unique opportunity to knock one in, and the extra visual experience too – it's very, very fulfilling.

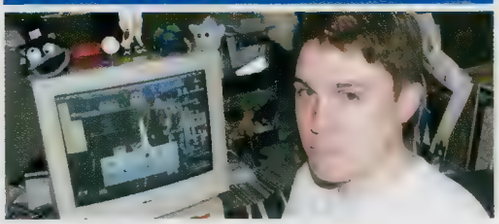
ABOVE: Well, there's one guy in the team that wishes he had padding.

TURN IT UP

Acclaim has lined up a diverse collection of music tracks for use within *Urban Freestyle Soccer*, ranging from rap star Method Man to the sleazy rock brilliance of Queens Of The Stone Age. The ubiquitous Saliva are also present (just how many games have this lot done songs for?) as are Welsh wonders Feeder. The complete list of songs lined up so far is:

Go With The Flow **– Queens Of The Stone Age**
La Raza **– Kid Frost**
Raise Up **– Saliva**
OohWee **– Sub Urban**
Champion **– Buju Banton**
Perfect World **– Method Man**
Come Back Around **– Feeder**
War **– Oxide And Neutrino**

OPINION



Things are lookin' up

Look – we don't really like bitchin' about the state of the industry you know, but recently there's been so much substandard trash forced onto the market that we couldn't help but get very angry.

Yet now (and we hope we aren't speaking too soon here...) it seems as if some companies at least are beginning to actually add some imagination and flair to their line-ups and, surprisingly, the main company to thank is Sony. Yes, Sony. If there was one company that could just sit back and watch the cash flow in, it's Sony. Yet instead of spewing out the same old franchises, it recently took a chance and unleashed Eye Toy. Now this could have been an unmitigated disaster – an expensive peripheral bound for the bargain bins within days. But then something brilliant happened; the people actually bought it – *you* actually bought it. The day it knocked Lara off of her perch was a very good one for PS2 gamers, and those of us who had championed Eye Toy right from the beginning danced like mad fools – and not only because that's what the games demanded!

Yet that's not all – this month we've got a review of Sony's musical extravaganza *Amplitude*, which is one of the highest scoring games in the history of P2. Why? Because it's fun, frantic, addictive, impossible to put down – basically it's as close to perfect as we could hope for. And it's Sony again.

So what of the future? Well, as far we're concerned, the future is a wet nose. Yes, it's Sony *again* about to unleash the world's first sniff-'em-up, with *Dog's Life*, which puts you in the role of a faithful pooch. Genius.

Now all we have to do as consumers is... consume. The future is finally looking bright, and as long as we continue to support such innovation, who knows what they'll come up with next...

WANTED
SPACE INVADERS
As soon as we heard that there was an updated version of *Space Invaders* coming out, we began to think back to the classic days of the arcade when we'd happily chuck ten pences into the machine, trying to defeat those pesky aliens.
A quick search of the Internet showed that these machines are now incredibly rare, but a few pristine condition *Space Invaders* cabinets still exist. If only we had the money to be able to afford one of these – does anyone have £1295 that they don't need?
www.arcadewarehouse.com

PREMIER MANAGER 03/04

Take 'em to the top!

Do you like graphs, bar charts, complex mathematics and endless screens of statistics? You do? Well, unless you happen to be an accountant who takes far too much pleasure in his work, chances are you're a fan of football management games.

If you do fall into the latter category, prepare to dust off your sheepskin jacket – the venerable Amiga classic *Premier Manager* has been resurrected for the PS2. In this latest incarnation, *Premier Manager 03/04* gives you the opportunity to take control of any club from the four English divisions or top two divisions from across the continent's premier leagues. This includes Spain, Italy, Germany and France – which can all run simultaneously. Plus, if you want to, you can get stuck into the Scottish league too…

Of course, all the usual features like transfers, finances, club development, squad rotation and team management are present and correct, but developer Zoo Digital is aware that today's player needs more. Management types like numbers and facts, so here's a whole bunch to whet your appetite: *Premier Manager 03/04* features 10,000 players, 500 managers, 320 clubs, 10,000 lines of character script, improved player, staff and transfer logic and a completely overhauled graphical look. Plus, modern nuisances to hinder managers like the media, on and off-pitch politics and player egos promise to make your life that bit more difficult.

The non-believers may question the existence of another footie management sim on the PS2, but for fans of the old Gremlin masterpiece it makes perfect sense…

P2 ANTICIPATION 7

THE RIVALS

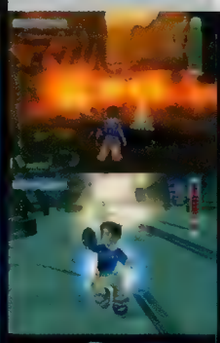
Has *Premier Manager* got enough to cut it with the current crowd? Here's what we said about the competition:

Alex Ferguson's Player Manager 2001
Issue 13
Score **7**
"Some 'gamers' might argue that there's no 'game' in here. Any footie management fanatic or strategy purist, however, will find a lot here to be happy about"

LMA Manager 2002
Issue 21
Score **8**
"With all the detail you can ask for coupled with a simple interface that allows you to be up and running in a matter of minutes, this is everything a footie fan could ask for"

LMA Manager 2003
Issue 28
Score **6**
"This may seem like a cynical cash in and, to be fair, it probably is. But that doesn't stop it being the best management game on the market as far as PlayStation2 owners are concerned"

Total Club Manager
EA's *Total Club Manager* is not due out till November, but looks to be stiff competition for *LMA*, thanks to elements such as a FIFA 3D match engine to watch your team's progress and 45,000 players from the latest season.



You know *Galidor Defenders Of The Outer Dimension*, right? Okay, so we only know about it now that we've scanned the Internet for information – for those equally in the dark, *Galidor* is a top BBC TV show and the latest kids hit to be brought to the PS2.

Galidor delivers the usual over-the-top storyline, featuring dashing hero Nick Bluetooth on a quest to save his friends who have been captured by evil tyrant Gorm. Interestingly, as Nick defeats enemies, he is able to take on their abilities, meaning that the further you get through the game and the closer to the inevitable showdown with Gorm, the more powerful you become. While traversing the various realms, Nick must collect key fragments, which, when combined, can be used to get through to Galidor.

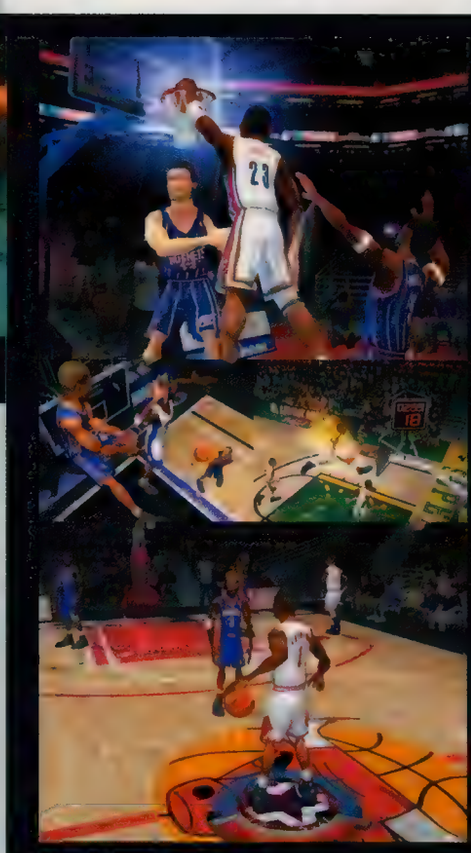
Nick is armed with a ridiculously monikered device called The Egg, with which he can travel between realms – in order to use it our hero must first collect Qorium (coins? Mushrooms? Gems? You get the idea...) which also make his attacks that much more powerful.

Fans of the television show will no doubt lap this up and hopefully there'll also be enough action to excite the rest of us too...

ARCADE ASYLUM

Looking for a groovy CD to listen to while you're taking a break from gaming? Joystick junkies may have just what you are looking for, with its forthcoming mix CD The Arcade Asylum. The album is set to contain music from both classic and forthcoming videogames as well as remixes of gaming tunes and songs inspired by the artists' favourites

The album revolves around a fictional club and introduces a cast of bizarre and quirky characters via dialogue between the tracks. Watch for The Arcade Asylum in record and games stores very soon.



NBA JAM

The name *NBA Jam* will no doubt bring a smile to the faces of gamers of a certain age. Now Acclaim is bringing the series back, and it promises to be just as insane as the classic original.

The new version of the arcade basketballer offers all 29 NBA teams, with a total of over 300 different players available for the three-on-three action. Even more interestingly, the game features a Legends tournament option, so once again we can see Michael Jordan up against Larry Bird – and all with their authentic signature moves too.

If having all of the NBA's finest at your disposal isn't enough, Acclaim has added a Create-A-Player option so you can go up against the best in person! The other major difference is that the game now includes colour commentary throughout, enhancing the already manic action.

Add to this exclusive DVD footage of the real NBA stars in action, and it looks as if *NBA Jam* may be about to steal the arcade B-ball crown back from EA's more recent smash hit *NBA Street* series.

P2 ANTICIPATION 9

HISTORY LESSON

The original *NBA Jam* appeared in the arcades in 1993 courtesy of Midway, and allowed sports fans to create a team of real NBA superstars with digitised faces to compete in two-on-two arcade action. For once in a sports title, you didn't need to adhere to the rules – you could just slam your opponents onto the court floor while you went off to score baskets. If one player on a team scored three baskets in a row, they'd catch fire and suddenly become far more accurate, allowing for some spectacular plays. Oh, how we remember the brilliance of *NBA Jam*!

BUDGET PRICE

VERDICT

Smash Cars makes a pleasant change from the realism of most PS2 racers and while there may be little here for older gamers, at the sub-twenty quid price point, younger racing fans might want to check it out.

6

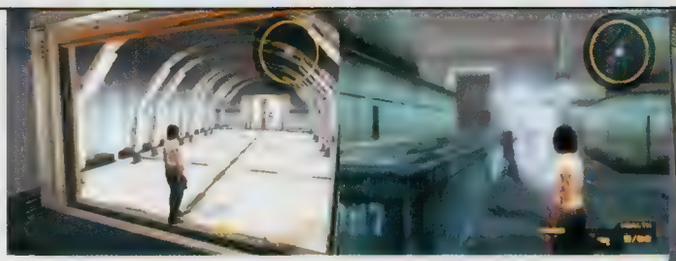
Oh, we wish *Smash Cars* was a budget game… hang on, it is!

SMASHING NEWS!

Cast your mind back to Issue 37. Remember the review for a game called *Smash Cars*? Well, it appears that the otherwise infallibly perfect P2 made a little bit of a boo boo. While we enjoyed the remote-controlled buggy-flipping tomfoolery, we were a little bit miffed about the game costing 40 big ones – a factor that adversely affected the score we gave it.

However, as the nice chap at Metro 3D pointed out to us rather sternly when he read the review, *Smash Cars* will actually cost half that much when it is released on 19 September. Yes, the game we said 'would have been a pleasantly understated little gem' at a budget price does, in fact, only cost £19.99! With this in mind, we've added a healthy extra point to the original score we gave it which should move it a little bit further up your 'games to buy' list.

If you want to find out more about *Smash Cars*, check out the official site at **www.metro3d.co.uk**.



Head and shoulders above the rest?

HEADHUNTER REDEMPTION

That age-old struggle between the classes is rarely more apparent than in *Headhunter: Redemption*, the much-anticipated sequel to SEGA's smash-hit *Headhunter*, and we've now got new screens and info for this potential classic.

20 years have passed since the horrors caused by the Bloody Mary virus (a slightly more lethal variant on the tomato drink with a celery garnish…?) and a new society has emerged from the ruins; that of 'Above' and 'Below'. Like *Judge Dredd*'s Megacity One, the Above world contains the cream of society who are controlled by the mass media and capitalist organisations (so everything's back to normal, then). They're served by the citizens from Below, a city of down-and-outs and criminals forced to work for those Above under threat of death.

You take on the role of headhunter Jack Wade and his protégée Leeza X, who must maintain order in the Below world and protect those above from the dregs of society. However, all is not as it seems, and soon Jack and Leeza are drawn into a dark world of arms smuggling and murder.

We now know that this 3D action-adventure takes place over an array of gritty landscapes in both cities, each with unique missions and objectives to complete. SEGA promises an action-packed adventure, with cinematic graphics and exhilarating motorbike chases set on futuristic highways and intense combat.

To accompany the games, SEGA has enlisted the skills of award-winning industry composer Richard Jacques, completing that blockbuster feel. If these latest screens are anything to go by, *Headhunter: Redemption* looks set to be a winner – it's due out later this year.

P2 ANTICIPATION 8

HIGHLY DESIRABLE

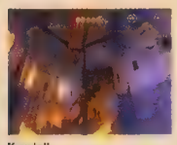
Games we REALLY want!

Roy:
PRINCE OF PERSIA
With *Tomb Raider* turning out to be a little disappointing (although I still enjoyed it) my hopes are now pinned on Ubi Soft's forthcoming 3D platform-adventure. We've played it, and it's looking mighty fine!

Ali:
FINDING NEMO
I loved the *Monsters, Inc* film and so have high expectations for Pixel's next offering. From what I've seen so far the characters and storyline are just as appealing – let's hope the game is as good as the film!

Liz:
JAK II
It's only just come into the office and already I'm hooked. Jak may have gone all 'angsty' on us, but it's still one of the funniest games out there, with superb graphics and fast-paced action. They're still number one in my book.

Shaun:
NEED FOR SPEED: UNDERGROUND
Give me fast cars now! It's *Auto Modellista* with a *Need For Speed* brain! This could be a boy racer's dream made reality – as long as the fancy graphics aren't compensating for the gameplay...



Kendall:
SPHINX
Now I've completed the excellent demo version of THQ's adventure, I'm ready to tackle the whole game! Challenge, humour, some glorious visuals and the hilarious character of The Mummy adds up to a lot of fun and I can't wait.

SPHINX

Back in time with THQ's new adventurer!

Sphinx has been a favourite in the P2 office since we travelled to Eurocom a few months back to see the game being unveiled. On first look, it may appear to be a traditional platformer, but give it a chance and you'll uncover a fun and challenging adventure.

What sets *Sphinx* apart from others in the genre is the fact that you get to play as two very distinctive and very different personalities. *Sphinx* himself battles against all kinds of bizarre creatures, while Mummy is used for the problem solving and puzzle elements. The Mummy sections are the most humorous – because he can't die, he soon finds himself being electrocuted, set on fire and even squashed flat to allow him to climb through jail bars.

The characters are excellently animated and this brings the personality of Mummy to life (or death) as he repeatedly looks on in horror as something painful happens to him! These scenes may be funny but they are also incredibly tricky – often you need to use the electricity or flames in order to power-up pulleys or burn through barriers, and Mummy is on a strict time limit to complete his quest.

The control system of *Sphinx* should feel familiar to anyone who's ever played any of the *Zelda* games, as different commands are assigned to buttons on the joypad, and it's easy to access what you need very quickly – which is lucky as Sphinx is often in grave danger and needs to act quickly in order to stay alive.

We're eagerly awaiting review code of this excellent adventure, so you can be sure that you will see a great deal more of *Sphinx* soon...

ATARI

P-MAIL

YOUR LETTERS & EMAILS

Get in touch either by post: P2 Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Or by email: p2@paragon.co.uk Every letter printed wins a free Atari game! We've also got a text messaging facility courtesy of Orange. Simply text us your thoughts, ideas or general nonsense on 07977 060319!

LOVIN' DA BUDGETS

I'm just writing to say congratulations to the Play It range. I've bought *Seek And Destroy* and think it's great fun! I think more companies should start making games cheaper – £40 for a game is just too much. Also, I've just seen the Sony Eye Toy and was wondering when it's coming out, how much it'll cost and whether it will come with any upgrades.

On another note – as Sony's Internet scheme gets under way, I'm hearing rumours that the hard drive soon to be released will allow you to surf the Internet through your PS2 and TV. Is this true, and when might it happen? I'd rather have my PS2 online than have to fork out for a PC! Also, I'm a great fan of the *Terminator* series. Your review said that it was a bit crap – but on your website you say it's really good and we should buy it. Help!

MICHAEL PURVIS, TYNE & WEAR

P2

We're also fans of budget games, and like nothing more than being pleasantly surprised by a decent game with a wallet-friendly price. And as for £10 for a previously unreleased game, well let's just say Play It is likely to make quite a few friends in the near future.

The Eye Toy has been released for the same amount as a full-priced game. And, although it comes with around 12 different games to start with, the Eye Toy and PS2's versatility means that new applications are bound to appear for it in the future. It won't, however, ever be likely to substitute a PC. Whether the PS3 will, though...

Not quite sure which website you were looking at that says we loved *Terminator* – maybe we had a quote taken out of context. Wait till the *T3* game arrives and we'll see if the *Terminator* name has been saved!

MY KINGDOM FOR A SEQUEL

I am a big fan of *Kingdom Hearts* and was just wondering whether a sequel has been planned. I know it doesn't come close to the likes of *Final Fantasy* or *Devil May Cry* but with the bright graphics, interesting plot and imaginative characters, I feel that *Kingdom Hearts* is a definite contender. The mixture of *Final Fantasy*, Disney and new characters adds to the addictiveness and originality of the game. It deserves a sequel! I have completed the game four times now and know the plot like the back of my hand. Some new material is essential. I would also like to add that the new *Dark Chronicle* game looks amazing and I can't wait for it! I would love you to bitch about this letter as I find your sarcastic comments hilarious.

MICHAEL BIRCH, VIA EMAIL

P2

We only feel the need to unleash full barrels of sarcasm when they're required. And your letter, Michael, is so inoffensive we couldn't really find anything to bitch about. Sorry, fella...

We all like *Kingdom Hearts* and are as glad as you to hear that a sequel is due sometime next year. In the meantime, *Dark Chronicle* should have been on the shelves for a while before you read this – and it's sure to fill up plenty of time while you wait!

BARGAIN HUNTER

I am writing to ask you about the pre-owned section in videogame stores. What's the deal? I went into one with £20, hoping to pick up a cheap Platinum game, and instead I walked out with a pre-owned *Splinter Cell* for £17.99! Is it too good to be true? Oh, by the way – your magazine rocks!

CHARLES WILD, VIA EMAIL

P2

All it takes is a little patience and an investigative nose and you can find bargains like you never would have believed. Why be concerned about the price of Triple A games upon release when you know a couple of months later you can get them and save a wedge of cash? You'll only end up paying an arm and a leg if you choose to. That said, *Splinter Cell* for less than £20 is an absolute corker of a find...

SPLINTER CELL

ONLINE FLOP?

Is it just me, or is this online gaming malarkey a bit of a flop? I mean, there was so much coverage of this new online gaming experience – but is it really worth buying such an expensive package when I can simply call some of my mates round and play a wider range of games using the multiplayer?

Also, has any info come in about *FFXI*? I am a great fan of the series and can't wait for the next edition.

HAMISH LOWE, LONDON

P2

Before the end of the year, you won't be able to move without bumping into an online game. It may have spent an extremely long time in gestation, but the number of people hooking their PS2s up to Broadband is growing daily. There will always be people who aren't impressed by the online revolution (including some members of P2 – gasp!) But for every one of them there are ten more blowing the network gaming trumpet. It's here and unlikely to go away, but can't ever detract from the original multiplayer experience. As for *FFXI*, Square's trick of announcing a UK release but not a date holds true. It'll probably only let us know when the freakin' thing is on the shelves!

NO CODE

I'd just like to say that I don't agree with cheats. If anything, they're making my younger brother and me spend less time playing our PS2s! Allow me to explain: I've just bought a game for 40-odd quid and I find a few cheats. Fair enough, you could just ignore them. But the devoted gamer wants to test these cheats just to see what they do. However, as soon as we do the game becomes so easy it's boring. Plus, once you've unlocked everything, there's little reason to keep playing. Cheats annoy me because people would rather use them to see the secrets than persevere and do things the honest way.

That said, I'm stuck on the clock tower level of *Shadow Of Memories* and keep being pushed off the side – how do you stop yourself from falling?

ALISTAIR STEWART, SUFFOLK

P2

Cheats can be useful if they're used for the right reasons; if you're impossibly stuck towards the end of a game, at a mate's house without your memory card and want to use all the boxers for a game of *Rocky* or if you want to unlock some of the special teams in a game

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orange

www.orange.co.uk/multimedia

like *NHL Hitz* or *NBA Jam*, for example. If they don't hinder your enjoyment of the game or spoil the purpose of completing it, cheats will always be welcome in our world. If they render the game useless there's no point.

As for *Shadow Of Memories*: you need to travel back in time to the 1800s in order to find the 'New Rope' at the top of the tower. But don't tie it up there and then; travel back to the 'night before' and use it there. You'll find that the new rope doesn't snap and you can make some progress...

SUIKODEN AND SEE

I was wondering if you could help me. In most PS2 magazines I have read articles about *Suikoden III* not coming out in the UK. Then I hear that local game shops are going to get them in September. Then they say they were mistaken. Now, other *Suikoden* fans on message boards are hearing information that the game will be published in the UK. I don't know what to believe – can you help?

STEPHEN MORRIS, VIA EMAIL

P2

For *Suikoden* fans, the wait for a European release of *Suikoden III* has been absolutely torturous. It's even more infuriating when a US version has been available since last year. There are just so many languages the game needs to be translated into before it'll arrive

SUIKODEN

over here! If you have a PS2 that's capable of playing Japanese or NTSC code, you can import the game and play it straight away. If you want to wait for the proper UK version, then we're afraid that the wait is still indefinite. It has been pencilled in, but Konami just won't say when for...

WORLD OF HIS OWN

My mum thought I had left home. But no – I had entered the Matrix, filled with cool moves and blazing guns. When she eventually found me, she suggested that I should get some fresh air. So I went straight to the shop and returned with your magazine and the *Enter The Matrix* solution book. Keep up the good work Atari – I will return to my world one day...

LUKE DUNNETT, NORWICH

TEXTUAL INTERCOURSE

Keep those text messages rolling in! If you've got something on your mind, and need to get it off your chest, then text P2 on 07977 060319. We can't text you back personally, but the best of the bunch will be printed here!

WATS UP P2 FREAKS. WICKED MAG. COULD YOU TEL ME HOW TO FIND THE TEMPLE IN THE MUSEUM ON EVIL DEAD? THANKS
It's a touch long-winded to explain here. Use **www.gamefaqs.com** for a detailed explanation.

DO U KNOW WHEN DOGS LIFE IS COMING OUT? OH AND SOCOM ISNT WORTH BUYING BUT ENTER THE MATRIX IS COOL : -) JAMES RILEY
Dog's Life is pencilled in for August. It may even be on the shelves by the time you read this message!

PLEASE HELP! IVE JUST READ YOUR PREVIEW FOR RATCHET AND CLANK - CANT WAIT FOR ITS RELEASE! BUT BEFORE IT IS. IT WOULD BE NICE 2 COMPLETE THE 1ST ONE! I CANT GET PAST WHERE U HAV 2 SWIM 4 AGES ON BLACKWATER CITY. IVE BEEN DROWNING FOR 7 MONTHS AND ITS STARTING TO CRACK ME UP!
Like we suggested above, try taking a look at some walkthrough solutions at **gamefaqs.com** – that should help you out.

GOATS ARE EVIL. BUT NOT AS EVIL AS CATS. CATS ARE THE DEVIL INCARNATE. I SH-T YE NOT. SLAVOL.JUB.
We take it that you don't have a cat then, Jub.

MISS M STELL - I LOVE YOU BABY! FROM YOU KNOW WHO X X.
A little unconventional, what with this being a videogames magazine – but who says romance is dead? Plus, you've found a lady who reads the magazine. Your taste is impeccable! But will she send a response?

YO HOMIES! WILL SOCOM NAVY SEALS BE AS GUD ON NORMAL PS2 AS ONLINE? DESERT STORM RULES! HOW LONG TIL BLACK HAWK DOWN AND WOT IS DESERT STORM II LIKE? SMEADY

P2

Under the influence of games, time becomes a near irrelevant factor. The need to eat, wash or go to the toilet can also fall by the wayside should you be caught in a particularly engrossing gaming moment. However, if you find yourself hungry, unwashed and desperately needing a wee, perhaps it's time to move to a different, more sociable activity. Like going to the pub...

WOT, NO CD?

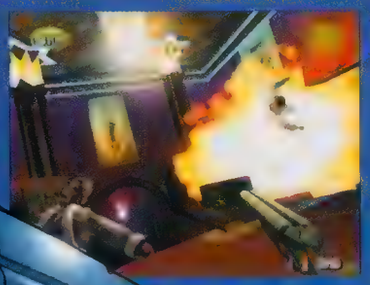
I am Faisal Khan from Peshawar, Pakistan. Can I just ask a ? from you: that there is CD in this magazine and if there is CD so you can send me. Mail me back! Byeeeeeeeeeee!

FAISAL KHAN, VIA EMAIL

ENTER THE MATRIX

STAR LETTER

I-LINK, THEREFORE I AM



Recently, while commencing one of my *TimeSplitters 2* i-link extravaganzas, a number of my friends and I have witnessed an amazing discovery during a strenuous eight-player flame tag on the silo level. Little did we know that this favourite level would be ruined for us forever...

The inconspicuous Jonathan Smith was about to be chased to a fiery doom, prompting a hasty retreat up to the top level of the scaffolding. While balancing across the horizontal bars, he ran into one of the vertical poles and was suddenly taken through a mysterious portal. Not just any portal – one that bestowed upon him invincibility (depending on which side of the silo enemies were on), invisibility, the ability to fly and to reach the seemingly inaccessible vantage points of this level. And we've tested this on ALL formats. As you might imagine, this has ruined one of our favourite battlegrounds, causing the majority of players to simply hide in the portal and fly away.

Anyway, enough about our glitch and onto my problem – i-link games. Now that the PS2 is online, will i-link games turn from an endangered species to extinct? The notorious capability of online gaming has decreased its chance of survival even more. Does anyone else support my opinion? I think more games should be capable of i-link compatibility – could you please publish a list of i-link compatible games?

JONATHAN HEYDAN, VIA EMAIL

P2

It's true that i-link games are a rare breed, but it wasn't until a little bit of investigation that we released quite how rare. And you're right – online gaming has definitely sounded their death knell. Rumour has it that the latest batches of Japanese PS2s don't even have an i-link slot! But don't let that discourage you, as there are a still a handful of games that can cater for i-link gamers. We expect you're already aware that the mighty *Gran Turismo 3* can use it, but so can games like *Armoured Core 2 and 3*, *Time Crisis II* (and the upcoming *Time Crisis III*) and, er – there's bound to be some we've forgotten – but that's about it.

Still, you should still be fairly smug knowing that you're experiencing something that the majority of PS2 gamers will never have the opportunity to do – namely *TimeSplitters 2* with more than four players! Still, we think we'll pass on the silo level glitch, thanks – why would we would want to use something that spoils our enjoyment?

P-MAIL
YOUR LETTERS & EMAILS

orange

You can join in the PlayStation2 discussion by logging on to www.totalgames.net/forum. The P2 team are often to be found on the Forum, and from time to time we'll lift posts from the site to entertain P2 readers with – log on now and add your two cents' worth!

P2

Oh, the amusement we can get by presenting your letters the way that they were originally written. It provokes both a quick chuckle at the pidgin English, and a feeling of inadequacy that most of our knowledge of foreign languages is limited to asking for a pint of beer or loaf of bread…

Sorry, Faisal, but there isn't a CD to accompany P2 and we haven't ever had one. Rest easy, because you are reading the magazine purely as it was intended. Like you needed more anyway…

CHEATING AIN'T CHEAP

I recently bought *TOCA Race Driver* for £14.99 – a great game at a great price. However, I got really stuck after a while so I looked through one of your previous issues and found some cheats. Unfortunately, none of them worked. So I flicked through the instruction manual and found the number to call the Codemasters cheat line. However, there was a catch – it cost £2 per bloody minute! Just for some cheats! So I thought I'd try the website. After some frantic clicking here, there and everywhere I found some *TOCA* cheats – for £1.50! Sweet Jesus! What is Codemasters thinking?

Eventually I found that you could register your game online in order to receive free cheats. But after what felt like an hour filling it in found that it only entitles you to two free cheats. What's the gaming world coming to?

ASHLEY CHAPMAN, NORTH LINCS.

P2

The problem with *TOCA*, as with most Codemasters games, is that it doesn't have universal cheat codes. Each game comes with its own number and each number has its own cheat, which is how it gets you to pay through the nose for 'personalised' codes. However, there's a way around it to increase your chances of finding a code that works without forking out – the Internet. It may not necessarily have every single code for *TOCA*, but sites like gamewinners.com, cheatbible.com and gamefaqs.com have quite a large selection you can try without having to spend a penny.

TOCA

SOCOM is good online and just as good in single-player mode – just different. And the preview for *Desert Storm II* is in this issue!

DID YOUR PEOPLE EVEN THINK THAT THE NEW METAL GEAR SOLID COULD BE CALLED SNAKE EATER BECAUSE HE HAS A VIRUS? FROM LUCA IN OXFORD
Not really. It was because we saw him eating snakes. We're obviously not clued-up on this widely reported 'Snake eating' virus…

I LOVE YOU P2!
Crikey! Love is in the air this issue. But who is our secret admirer…?

JADE FROM BG&E LOOKS LIKE ZAIN VERJEE WHO PRESENT YOUR WORLD TODAY ON CNN. PS - IT WAS ME WHO TOLD YOU I LOVE YOU. SLAVOLJUB.
Thanks Slavoljub, mystery solved. But just how long do you spend watching news channels? We will, however, look out of curiosity…

ALI FRITH WHAT A LADY! ANY CHANCE OF SOME GLOSSY PIX? MARTIN HULL
Send us a cheque for half a million and the pictures will be yours. After the cheque has cleared, of course (and if Ali's other half doesn't catch us…)

THERE WERE 2 CROWS UP IN A TREE THEY WERE AS BLACK AS BLACK CAN BE. SAID ONE CROW TO THE OTHER - -FARMERS COMING THE SILLY OLD BUGGER-. SULSY HUDDERSFIELD
Thanks Sulsy. You're clearly mad as a bag of badgers. We like that…

JUST SEEN RELEASE SCHEDULE FOR SEPTEMBER: TRUE CRIME DRIVER 3 DESERT STORM II COLIN 4. ITALIAN JOB AND MORE! JESUS - THATS GONNA BE AN EXPENSIVE MONTH! SLAVOLJUB.
Hello again Jub. But we think *Colin 4* and *True Crime* will keep you busy for quite long enough for you to afford the others…

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Once again we return to the ladies and gents of TGN. A number of new faces suggest that the forum is growing in size as each month passes. P2 takes extracts from some of the topics on the mind of today's gamer...

Topic: What features do you want PS3 to have?
Android 18a:
I'd like to see a web-browser built into the main menu. So, you know, when you turn the console on you get a menu like this.
-Play Game/DVD/Music/Porno
-Memory card options
-Hard drive
-Browse the web
-Console settings
That kind of thing. More options are always good – as long as they are easier to understand. Oh, and Xbox-style custom soundtracks are an absolute must, as is a hard drive built into the machine. Any other features? How about a little TFT or LCD display on front to tell you what is in the machine and what it's currently doing if it's on Standby mode, or playing a music CD? Maybe even a personalised 'Hello' thing when you turn the machine on. The new PlayStation shouldn't just be an appliance – it should be your new best friend!

Topic: PS2 – An inevitable fall?
Markrules2:
The misconceptions people have about the whole 'casual gamers following the PlayStation brand' thing is mildly amusing... So what if people buy the PS2 because it's a PlayStation? They're buying it because they know they'll get what they want on it – ie: recognised quality games they've grown to love on the PSX (*GT, GTA, MGS*, Konami footie games, etc) and the best third-party support (meaning that anything big that comes from a third party has a greater probability of appearing on the PS2 than any of the other machines). In reality, that's no different to 'hardcore gamers' getting in a fuss about a new Nintendo or SEGA console. And if the PS2's software line-up was as bad as some people would believe, the games wouldn't sell in nearly the same quantities as they do. Even the best marketing strategy can only cover up so much, so there has to be something to the games. And as for the PS2 being 'lucky' to be in the position it's in thanks to *GTA*... well, some would say it's better to be lucky than smart – but the vice-like grip Sony has had over the market for best part of a decade would suggest it has both luck and ability in equal measure And even if it's luck that's keeping the PS2 afloat, that still doesn't get around the fact that, thus far, it has demolished any competition put in place by SEGA, Nintendo and Microsoft – who, by that definition, must be real idiots if they can't beat a company with such a poor machine.

Topic: The PS2 line up...
Leon_Freegard:
Wow, *Gran Turismo 4* – exciting! I played number 3 and it was as dull as repeatedly driving up and down a airport runway for 30 laps! At least *PGR* had custom soundtracks! You want buzz – then go over to Xbox forums and talk about *Halo 2, Half Life* or *Fable*.
Also, all those *FFX-2* fanboys need to read some reviews! 60% at Gamerankings and Gamesdomain. It's nothing other than a more subtle version of *DOA: XBV*. The starting FMV sees them shaking their asses and tits to a J-Pop number!

Topic: Re: Do not cheat on Vice City whatever u do!
Big Boss:
Only people who can't play games cheat to complete. I really hate people who cheat to finish a game because they are so crap at it.
However, people who complete the game and then cheat are classed as ok, because they have already completed the game But then again – why cheat when you have completed a game?
People who cheat for a mess around on *GTA* games or the like are also ok because that is an excuse to receive more enjoyment from the game.
I for one shall never cheat on my *VC*, until perhaps when I have completed it 100%, but until then what's the point? I would have everything that I'd ever want in the ways of weapons, etc, so there would be little satisfaction in completing the game!
So if you cheated because you couldn't do a mission, then I think you deserved to lose your save file!

Topic: Sequels – the end of games?
Themarkx:
Okay, I want to discuss sequels. Are they a bad thing? You have a great game, ie: *Devil May Cry* (which was fantastic, I loved it!) Then you think to yourself "hmm, we could make some easy money here, let's change a couple of things about it chuck it in a new box and sell it again!"
Okay, I know it wasn't that simple but from the quality of *Devil May Cry 2* it looks like they didn't do too much else!
What I'm trying to say is: are we losing out thanks to all these quick cash-ins? Are programmers being told to make a carbon copy of a game and stick a number 2 on it (or, in EA's case, a 2003) instead of putting the money into developing new and original ideas? The market is filled with sequels. Don't get me wrong – some of the sequels are good. But they're the just the same thing! Are we going to witness the end of all new and original ideas and just have shelves filled with *Tomb Raider 57 – Yet Another Tomb* or *Metal Gear So Very Very Solid 30*?
Maybe I'm being a little extreme, but look at all the sequels out now – what will it be like in ten years?

FREE GAME!

ATARI

Every letter printed wins a free Atari game!

Thanks to the lovely chaps at Atari, every letter that appears in P-Mail earns a fantastic SEGA sports* game! We'll send you the slam-dunkin' *NBA 2K3*, quarterback-crushin' *NFL 2K3* or puck-smackin' *NHL 2K3*! So, put pen to paper (or fingers to keyboard), send us your scribblings and let the P2 community know what's on your mind. But remember, if you want that exciting package on your doorstep, you'll need to provide us with an address. What are you waiting for?

P2 RESERVES THE RIGHT TO EDIT READERS' LETTERS AND REGRETS THAT IN MOST CASES WE CAN'T ENTER INTO INDIVIDUAL CORRESPONDENCE.

*In the event that the games listed here become unavailable, we reserve the right to supply winners with a game of equal value.

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5.1 Speaker System

Live the **Game**

Live the Game

Live the Game Live the Game Live the Game Live the Game Live the Game Live the Game

CONTROL FREAKS

PS2 SPECIAL FEATURE

Words by Simon Brew

Most games require a simple joypad, but there are many alternative ways to take control of your gaming. We check out a few of them...

Think fancy game controllers are a new innovation? Then think again. Back at the start of the Eighties, owners of the ancient Atari consoles had a variety of gadgets they could use to take control of their games. There was a numeric keypad controller, for playing that ancient mathematical non-classic *Hunt And Score!*, a paddle controller with a turnable knob on it for the graphical work of art that was *Pong!* and now? The original Atari joystick is on sale, with an integrated games console that you can plug straight into your telly. How's that for progress?

Still, over time gamers have always looked for something a little different, and manufacturers have been quick to adapt. You may have heard of some of the controllers you'll read about over the next couple of pages. Some though, haven't even made it to this country. Some never made it to PS2. Some you wouldn't want anywhere near a PS2. One thing's for sure, though – you'll never look at your joypad in quite the same way again.

LOST IN MUSIC

The most obvious high-profile alternative controller of recent times has been the dance mat. It's a peripheral with the obvious advantage of being cheap, and it also happens to be tied to some enjoyable games. We're guessing you pretty much know the score with these. On the mat are symbols that correlate to what's happening on screen, and you need to step on the correct symbol at the correct time.

Buoyed by Konami's *Dancing Stage* series of games, along with less successful titles such as – ahem – *Britney's Dance Beat*, more and more firms have signalled their intent to make games that are dance mat-compatible. And the peripheral manufacturers are getting into it too – Logic 3 recently announced that it was releasing a metallic mat as seen in yo local arcade. The price? A cool £125. Yowzers.

Dance mats aren't the only musically related peripheral to have seen the light of day, though. One of the best was confined to the SEGA Dreamcast, and only actually ended up being used in two games. We're talking here about the set of maracas that came bundled with the game *Samba De Amigo*. This was a fabulous idea

LEFT: Ah, the bog standard dance mat. You can get change from £25 with one of these .

and, for a change, perfectly executed. Basically, you had a mat which attached via Velcro to a long sensor strip. You then put your feet where indicated on the mat, told the game your height, and from that information it was able to work out exactly where the maracas were at any point in the game.

The title that accompanied this bizarre peripheral then challenged you to literally shake your maracas in time with various tunes included on the disc. On screen you were told when you should be shaking them and where, and every now and then you needed to adopt a certain pose. If the game didn't detect the maracas being held in the right place, then you didn't do very well. And everyone laughed at you.

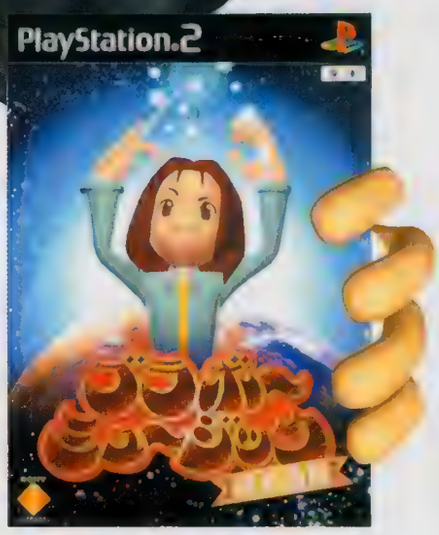
Sadly, the maracas never really caught on over here, thanks to the relatively small user base of the Dreamcast, and the fact that punters were being asked to shell out £80 for the game and maracas set. Due to the muted commercial response it got, the only other game to date to use them – *Samba de Amigo 2000* – never even got a release over here. Bring them to the PS2, we say!

Still, one peripheral you can use on your PlayStation is the turntable that came with the PSone game *Beatmania*. It was Konami again who was behind this, and again you had to shell out quite a bit to get kitted up. Still, no denying that it was all a bit of a hoot when you got it set up. Following the tried and tested methodology of asking you to repeat what had just been done on the screen, the game rose off the back of its really quite strong turntable controller, which then went on to be compatible with... well, no other games as it happens. Bargain.

Another that has been made for the PS2 but is still stuck in Japan only is a baton. You'll have to stretch your memory a bit here, but remember a couple of years ago when Eidos set up a label called Fresh Games to bring over to the UK titles that otherwise would have been stuck firmly in the Far East? Well, the label didn't do too well, but it did make sure UK PS2 owners got to enjoy the charms of *Mad Maestro* (or *Bravo Music*, as it was known in its homeland). This was a game where, using your joypad, you needed to conduct an orchestra successfully to progress. It's a fun, if slightly repetitive game that's worth picking up should you see it in a bargain bin, but we can't help salivating at the sequel, which hasn't been picked up for release over here. For the second game comes with the option of the baton peripheral, meaning your neighbours can enjoy the sight of you madly waving said baton at a television screen, whereupon they think you've gone a bit bonkers. You can do it naked too, if you like. That'll really scare them.

RIGHT: A genius game, and one that simply has to be played with the maracas.

ABOVE: Became a top-name DJ with this tuneful offering. You can't do any worse than Pete 'Rap-lingo for dummies' Westwood...



"FISHING GAMES HAVE COME TO BOTH THE PSONE AND PS2 IN THE PAST, BUT NONE HAVE THUS FAR MATCHED UP TO THE DAY WE FIRST MANHANDLED SEGA'S ROD. (SORRY.)"

THE SIX MOST WANTED GAMING PERIPHERALS

1. **WALL SENSORS:** Imagine playing a game of *Metal Gear Solid* where you really did have to sneak around your own room? Er, well we quite liked it anyway, although we aren't too sure if Snake would like stumbling over our stash of Toffee Crisp wrappers...
2. **3D GLASSES:** We went to one of those big theme parks in the States once, and saw how 3D effects can work a damn sight better now than when you had to make do with those specs given away on the front of The Beano. Now cross them with something like *Silent Hill*. Perhaps a commode might be in order, too?
3. **KEYBOARD/MOUSE COMBO:** First-person shooters on the PS2 too often stumble because we don't get access to the more natural keyboard/mouse set up that PC gamers enjoy. Perhaps a specially adapted peripheral for PlayStation games might be in order?
4. **MAGIC WAND:** Well, it might make the endless *Harry Potter* games we're going to get over the coming years a bit more interesting.
5. **A FOOTBALL:** We've actually seen this work a treat in the arcades; basically, the onscreen action is controlled by the angle you hit the ball at, and the amount of welly you put behind it. Cool.
6. **USB BLOW UP DOLL** — (Yep.)

"IF THE GAME DIDN'T DETECT THE MARACAS BEING HELD IN THE RIGHT PLACE, THEN YOU DIDN'T DO VERY WELL. AND EVERYONE LAUGHED AT YOU"

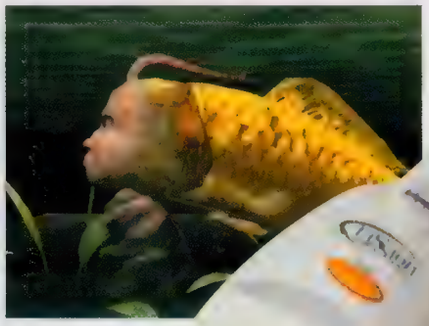
THE MORE UNUSUAL

There are, beyond the confines of music and rhythm games, other ideas that seem to have been conceived after a few too many glasses of pop. Thrustmaster, for instance, came up with a fighting arena a year or two back. The idea was that you stood between a few sensors, and basically tried to play the likes of *Tekken* for real. What Thrustmaster failed to realise is that if we were good enough to whup the hides of the cast of *Tekken*, then chances are we'd be having a rumble with Lennox Lewis next week. No, we can safely say that a sofa and a joypad is still our preferred way of inflicting virtual damage.

Likewise, when it comes to football, we find *Pro Evolution Soccer 2* is still best enjoyed when in the seated position. So we can't say we were overly tempted by Thrustmaster's football stadium peripheral, which again relied on mapping your movements through a series of sensors and reflecting them on screen. We can't say we had that many problems with the idea, but it just seemed far too much like hard work. Hitting the X button was about all the physical exertion we wanted from our footie, to be honest with you.

SEGA had the right idea when it launched *SEGA Bass Fishing* onto the Dreamcast console. We didn't even have to think about budging off the sofa then. It had the wise idea of selling you a fishing rod, with which you had to catch pretend fish. Sadly, the game itself was a short-lived exercise, but we'd be telling fibs if we didn't declare that it was damn good fun while it lasted. Fishing games have come to both the PSone and PS2 in the past, but none have thus far matched up to the day we first manhandled SEGA's rod. (Sorry.)

Still, SEGA still earns another mention in this feature for one of its innovations back in the MegaDrive days. It released (although very few people bought one) the SEGA Chair, a seat designed entirely for the games player. Not the most comfortable of items, certainly, and likewise you'd hate to have to build it from an IKEA flatpack, it was nonetheless a place to plonk your arse with a couple of advantages. All the controls you needed to play your games were mounted in the seat itself, and you could easily swivel around in it too as you got more and more into the on-screen action. Surprisingly good for Madden back in the old days, as we fondly remember. Sniff.



ABOVE: Not quite a man, not quite a fish... a candidate for an MP then?

BELOW: Quite possibly the cheesiest peripheral promo pic ever

RIGHT: Take this and you get the 'reel' fishing experience from your front room. Without having to mess around with worms and stuff.

ABOVE: One of the newest and most versatile peripherals to date. If you haven't got yourself an Eye Toy yet then you're missing out on something fantastic...

"GAMES WITH ALTERNATIVE PERIPHERALS ARE GENERALLY BEST AS MULTIPLAYER TITLES – BUT WHO CAN AFFORD TWO EXPENSIVE EXTRA CONTROLLERS?"

FIRE!

Ah, we can't be the only ones with fond memories of the day when the antiquated ZX Spectrum got a couple of lightguns made for it. Renowned to this day for having all the accuracy of Emile Heskey in an England shirt, you may as well have been shooting the patterns on the wallpaper for all the good these gadgets did.

Things have picked up since then, though. Despite the fact that good lightgun games are still quite thin on the ground, you can't fault the accuracy of the hardware. In fact, if anything, it's going a little too far, with firms chasing to produce accurate replicas of real guns for you to fire in the direction of your telly. The pinnacle of lightgun gaming? It's still the *Time Crisis* series, with *Time Crisis 2* one of the few games to earn a 10 from this very organ. We played the damn thing till our sodding hands starting to bleed, we did.

GET 'EM BRANDED!

Worrying trend alert – gamepads and peripherals with pictures relating to some licence or other that the manufacturer has managed to get its paws on. Generally, all you get is the same piece of hardware, but with – in our example pictured here – Harry Potter's mug on it. Just who exactly does it benefit, we ask? Apart from JK Rowling, of course...

THE WHEEL THING

Steering wheels have been available for games consoles and home computers for well over a decade now, and have become arguably the most popular alternative controller for gamers. Over time, these steering wheel devices have graduated from being simplistic, cheap-feeling peripherals that only seemed to affect the on-screen action by chance, to officially licensed, beautifully replicated chunks of hardware with unerring accuracy. It genuinely makes a whole load of difference trying to battle through a *Gran Turismo* game, for instance, if you have a wheel at your disposal rather than a joypad. We highly recommend a blast of *Burnout 2* as well.

Wheels now come in all shapes and sizes, and on the PC in particular, you can easily find yourself shelling out £200 for the biggest and the best. Fortunately, PS2 wheels tend to average out at a more affordable price, and for £30-40 you can pick up a unit that does the job just fine.

BELOW: The controller for *Steel Battalion*. It'll set you back three figures. And it works properly with one game

AND THE DOWNRIGHT EXPENSIVE

It'd be wrong to sign off this feature, though, without paying tribute to Microsoft's beast that it's been overcharging Xbox owners for over the past few months. Designed to be used with Capcom's *Steel Battalion* game (which Microsoft assumed publishing duties for in the UK), it came up with a monster 40-button (you read that right) controller, that also comes replete with a gear stick, two joysticks and three floor pedals, all on the one unit. Unsurprisingly, that little lot is a major contributory factor to the package's retail price of £129.99. Maybe that's why you never saw it anywhere near the top of the charts.

So ponder then, as you sit there with your well-thumbed gamepad, if you really are getting the most out of your PS2. That slot it sits in was designed to handle far more than the standard Dual Shock. Let's face it – if you haven't plugged a metallic dance mat that costs the same as three full-price games in there, you haven't really lived. Ahem.

BEYOND GOOD & EVIL

EXCLUSIVE PREVIEW
We go to France for an exclusive play of one of Ubi Soft's hottest new titles...

It's been in development since the launch of the PS2. But it looks like it was worth the wait...

INFORMATION

PUBLISHER: UBI SOFT
DEVELOPER: IN-HOUSE
GENRE: ACTION/ ADVENTURE
RELEASE: NOVEMBER 2003
PLAYERS: 1-2

It's difficult to believe that anything could be going on inside this crumbling Montpellier chateau, beyond the sipping of a nice vin rouge and the nibbling of some Camembert. In actual fact, this peaceful and rustic building is Ubi Soft's development studio, housing the team that is adding the last touches and making the final tweaks to the upcoming epic *Beyond Good & Evil.*

A handful of titles have claimed to contain non-linear plot freedom, variety and the merging of genres – *Haven: Call Of The King* being the most recent example – but, even after the first few moments of playing *BG&E* ourselves, we can tell that it has a near unparalleled amount of depth and attention to detail. Still, with four years' worth of development (that's since the PS2 was first released!) and the brain behind the insanely popular *Rayman* series – Michel Ancel – in charge of the project, it's not difficult to see why. But don't let the reference to *Rayman* lead you along a certain train of thought. The characters in *Beyond Good & Evil* may be nearer the cartoon end of the scale than the ultra-realistic, but the game is definitely very grown up – with an impressive story and a sense of humour to match.

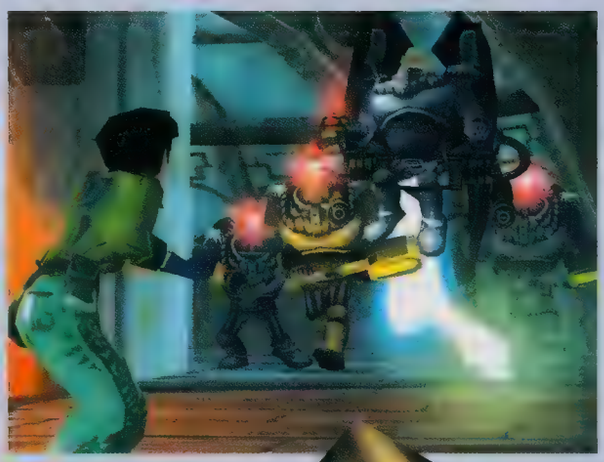
Not that we had the chance to appreciate it straight away, because the game opens with the sort of frantic cinematic bedlam and chaos that left us both awed and scratching our heads at the same time. We were dropped straight in at the deep end and it demanded our undivided attention. After the action calmed down, we sat back to try and get our heads around what on earth was going on…

After a series of alien attacks on the idyllic planet of Hyllis, journalist – and Kat Slater-look-a-like – Jade is approached by a mysterious rebel organisation called IRIS. Although the attacks are repelled by the military Alpha Sections, IRIS believes that the extra-terrestrial invasions are in fact choreographed by the government to keep the population grateful to the Alpha Section and firmly under their control. Needless to say, IRIS has placed the responsibility of unravelling the conspiracy in your hands.

As *Beyond Good & Evil* is predominantly an action/adventure, the first of the

"PLUNGE INTO A MYSTERIOUS, GRIPPING SAGA WHERE NOTHING IS AS IT SEEMS AND UNRAVELLING THE TRUTH IS THE ONLY HOPE OF RESTORING FREEDOM"

Ubi Soft press release



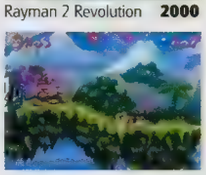
ABOVE: If you're outnumbered like this then we suggest you... RUN!

ABOVE: Hope you're good at multi-tasking – you need to chase, shoot and photograph creatures.

DEVELOPER HISTORY

Rayman 3: Hoodlum Havoc **2003**

Rayman 2 Revolution **2000**



Rayman **1995**

CHIKONKAAAAMCEEE !!!

countless gameplay facets we're exposed to is the combat. It's worth mentioning here that the chaps behind Ubi Soft's equally awesome-looking *Prince Of Persia* popped down to pinch a few tips and secrets from *BG&E*'s fight engine, so the 360-degree, multiple-enemy battling attacks, special moves and tag-team 'buddy' techniques form just the tip of the iceberg. Within minutes, we're in the thick of things. Then, unexpectedly, the game becomes a little bit *Project Zero*...

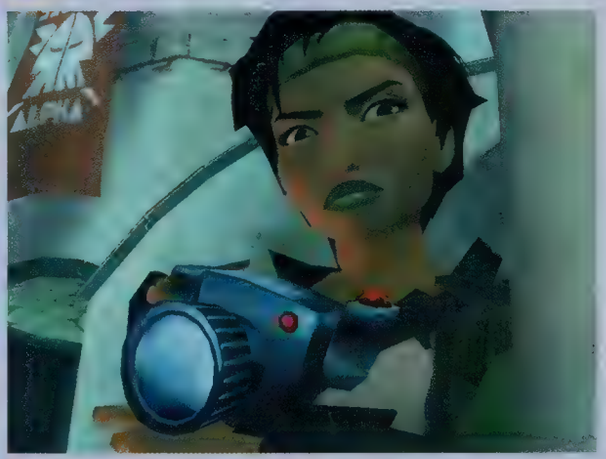
"*Beyond Good & Evil* switches effortlessly from combat, to driving, to puzzle solving, to mini-games, without so much as a pause for breath"

Moments after defeating the first wave of creatures, we're asked to take photographs of the next. These photos, in turn, can be sold and the money made can be used to pay off outstanding debts and buy various bits and pieces, while the gems received for defeating enemies can be used to do things like fix one of the first vehicles we're introduced to – the hovercraft. Again, as soon as we adjust to one shift in style, we're piloting the ship around the seas and tackling giant sea creatures (while occasionally stopping to take the odd snap of them). And all this happens in the first 15 minutes of playing!

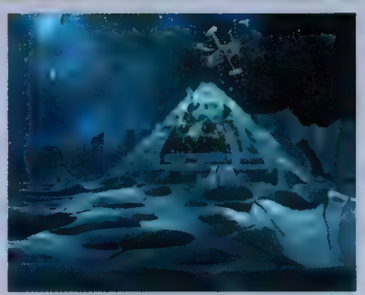
Ancel tells us that the opening of the game is deliberately schizophrenic – the tricks learnt now all have far greater purpose later on. Like the use of teamwork. Unlike in, say, *Primal*, where there is great emphasis on the use of a sidekick to solve problems throughout the game, *Beyond Good & Evil* is more subtle with its hints as to when a helping hand might be needed. Help, in this instance, comes in the form of Pey'j – a crude, wisecracking hybrid pig-human, who is not only Jade's foster uncle, but also possibly the coolest videogame creature we've ever seen. His jet-boots powered by, er, his own methane and his choice of battle cries ("Chilliconcarneeee!") go just some way to explaining this affection...

Then you have elements like the stealth sections. While they won't trouble *Splinter*

If you're trapped like this you'd better hope you've got a buddy nearby!

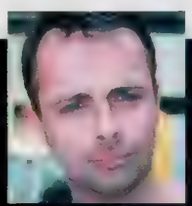


ABOVE Jade was unhappy to be lumbered with the 'Chris Evans Naturist Holiday' assignment.



BELOW Where would an action/adventure game be without a horribly mismatched boss fight?

...*Good & Evil*'s game director and all-round ...p, Michel Ancel, to get more information ...bout the game.



...other games that inspired the creation of *Beyond Good & Evil*?
MA: We didn't want to reproduce a game that we'd ...already seen. But we did want to use the freedom and ...possibilities of the next generation consoles. We actually ...started this project before the PlayStation2 was released.

P2 There have been other games where there are multiple genres effectively under one roof. What does *BG&E* have to offer?
MA: We didn't try to think of different gameplay. We had the story and one goal – which is in the role of an ...reporter who has to investigate different places. ...For that, we imagined that the players had to go ...through different action sequences or puzzle sequences. ...We wanted the game to be free so you start on foot, ...take pictures with your camera. You have the ...assistance of a companion, who helps you with things. ...Then you can get into a hovercraft, which you can pilot ...and use for combat. You can even fly to another planet ...currently working on 3D combat ...in space...
...the game covers different types of ...different game modes connected to ...each other, it's one story that links the ...whole together.

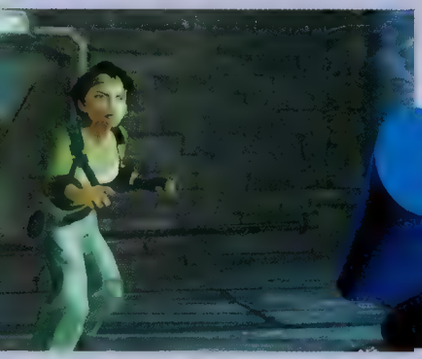
...companion reminded us of Navi in ...rial part of the game?
...*Beyond Good & Evil*, the idea was ...the project. So, although you have a ...companion, the difference is that it forms ...part of the gameplay. However ,we have made the ...player become attached to them ...and want to help them. It's not just a 'feature' of ...the game as it is in Navi.

...cartoon-looking style rather than a realistic ...animation. If ...you find a puzzle in some ...rooms you have a ...mixture like in *Final Fantasy* – where you have human characters and beasts. The style has meant that we could keep the creative techniques used in games like *Rayman*, but still be more mature.

P2 When you first started, did you imagine that the project would end up as huge as it did?
MA: Not really. When we had the synopsis for the story – a journalist fighting against a conspiracy – it didn't seem like it would be massive. But the game has ended up larger than we imagined because we wanted to take time to explain the story fully. In everyday life, if you want to go out somewhere you would go to the garage, get in your car and drive somewhere. And we wanted that feeling in the game. So we knew when we started we wanted to have freedom of exploration and vehicles, just not quite to the scale it turned out!

P2 Obviously there is a definite story that needs to be followed. How have you offered players freedom?
MA: There is a minimum you need to do to complete the game, but you are rewarded for your exploration of the planet, and have a choice of approaches to completing the game. For example, if you like the racing sections more than making money from photographs, then you can choose to use vehicles more. If you returned to the game, you could choose to complete if from a different point of view.

P2 We've noticed you've added a number of sweet touches for the curious gamer...
MA: Right from the start there are details that aren't necessarily relevant to the story – you can chase your dog about or build up a personal photo album. If you turn off the lights in some rooms you might be able to find something you couldn't normally. We like to reward the people who want to investigate.



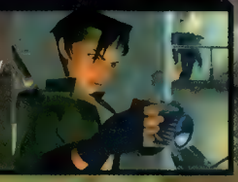
BEYOND LAND, SEA & AIR

Fluid gameplay and no fuss...

When a game attempts many tricks at the same time, it's often the case that it disrupts the gameplay and feels disjointed. Not so with *Beyond Good & Evil*. Once you're in charge of an aircraft you can fly effortlessly around Hyllis. However, if you prefer things closer to ground level you can eject the hovercraft, land in the sea and cruise to the nearest island. Then, you can simply hop out and begin adventuring on foot. No pausing, no loading screens. Just pure gaming.

SNAP TO IT!

Jade's camera has numerous different uses. Most obvious is its ability to take pictures of enemy creatures to make money (or simply your own personal snaps for an album). But it has a handy extra use, doubling as a sniper scope for taking out enemies!



PIGGIN' GREAT!

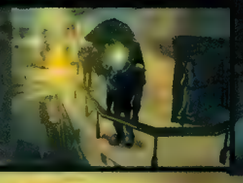
Another special mention has to go to Pey'j – the half-man, half-pig and adoptive uncle of Jade. Pey'j, despite his advancing years, is still quite handy in a fight, and comes equipped with all sorts of tools to get you past some of the puzzle sections.

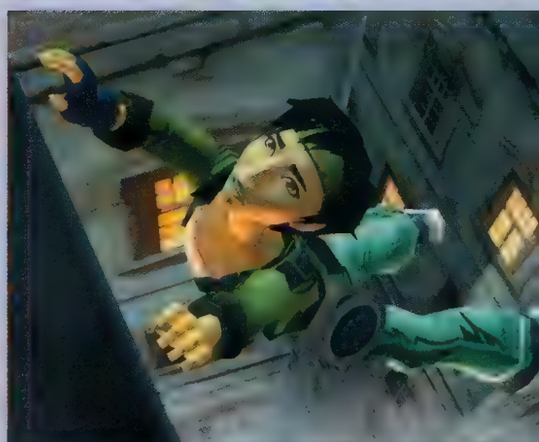
GET CONNECTED

The official *BG&E* site (**www.beyondgoodevil.com/uk**) may be little more than a placeholder page at the moment, but it still has a handful of screenshots to look at, a plot synopsis and the unique opportunity to post your own interview questions to *Beyond Good & Evil* head honcho Michel Ancel. Keep checking over the following weeks as there will soon be plenty more for you to see and do!

IN THE SHADOWS...

Although you are by no means forced to use stealth, the best way to avoid too many confrontations is to stick to the shadows, *Splinter Cell*-style. That doesn't mean, however, that you can't shoot enemies' jetpacks and watch them fly off into the distance!





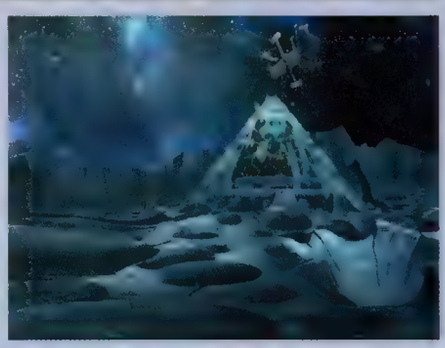
Cell, they have still been developed to a level that puts other supposedly 'stealthy' games to shame. And we haven't even the space to talk about the flight sections (acquire a spaceship and you can fly to the moon!), the vehicle racing and the scrolling chase scenes…

You'd think that hopping between so many different styles would make the game feel disjointed and leave players a little overwhelmed as to what to do next. Far from it – *Beyond Good & Evil* switches effortlessly from combat, to driving, to puzzle solving, to mini-games, without so much as a pause for breath. It also has an intuitive, common sense approach to problem solving. That's not to say the game is easy – it means that you are more likely to make progress through a bit of logical thinking than through completing obscure tasks. Which will come as a relief to those who have still been searching for the red skull to use with the candle and the monkey in order to obtain a wizard's key to unlock the blue door in other adventure games…

"*Beyond Good & Evil* offers more in one section of the game than others manage as a main theme"

Beyond Good & Evil offers more in one section of the game than others manage as a main theme. The grand, conspiracy-solving plot begs attention. The witty, *Ratchet & Clank*-style characters are a pleasure to get to know. Even some of the mini-games you could stumble across (which aren't vital to completing the game but are a must for the '100 percent completion' types) will keep you pleasantly amused. There are some games that can't quite justify such a marathon gestation period – *BG&E*, on the other hand, feels like each of the 1400-odd days of development has been spent crafting a game not just beyond good, but heading firmly in the direction of brilliant…

ABOVE A random cinemabc-style chase scene offers a change of pace to the action



RIGHT We think Sting And The Police can sum up what you could be doing here.

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NEED FOR SPEED: UNDERGROUND

Slam it and chrome it, add the nitrous it and take it to the streets...

INFORMATION

PUBLISHER: ELECTRONIC ARTS
DEVELOPER: EA BLACK BOX
GENRE: RACING
RELEASE: EARLY 2004
PLAYERS: 1-2

Urban street racing is certainly the flavour of the moment. Although the car modifying and tuning scene has been around since long before whale-tail spoilers, tiger stripes and three-spoke alloys, the 'underground' car lifestyle has really exploded over the course of the last few years.

While UK tuners were quite happy performing donuts in McDonald's car parks with tea trays under their back tyres, racers in the States and Japan took a far more hardcore approach. This usually involved taking a run-of-the-mill family hatchback or saloon, tuning it to produce eye-watering amounts of power and then racing each other on highways or on impromptu drag strips. Kinda like *Grease* but with 600bhp Nissan Skylines.

However, it's only recently that the look of the car has been as important as the performance. Thanks to the likes of *The Fast And The Furious* (God, if we have to mention that ruddy film again we'll go crazy), a car with big power just won't cut it anymore. You need a slick paint job with gaudy graphics, chrome 'Dubs' (that's 20 inch wheels to us) a wild bodykit, neons and enough carbon fibre to resurface the nose-cone of a NASA space shuttle before anyone will even turn their heads these days. Not only that, you need at least six subwoofers before you can be heard...

As you might imagine, constructing your own street racing weapon is a task beyond the average budget of mere mortals. Vain attempts at sticking three sets of fog lights and a zebra print steering wheel cover to your Vauxhall Nova will only win you contempt. Thankfully, *Need For Speed: Underground* allows you to recreate virtually every aspect of the real deal without damaging your licence or your wallet.

Traditionally, *Need For Speed* games have stuck to purebred supercars and sportscars – full licences to use the flagship models from the likes of Porsche, Ferrari, Lamborghini and McLaren meant they didn't need to worry about the likes of nitrous and aftermarket spoilers. But even the richest cruiser doesn't have the budget for one of those, so the selection of vehicles is far more indicative of the scene – the Celica, Supra, Focus, RX7 and Impreza are more likely to be your weapons of choice. Your job, then, is to prove your worth

"PLAYERS BECOME COMPLETE STREET RACERS, PERFECTING SKILLS IN EACH EVENT BY NAILING THE PERFECT SHIFT IN DRAG RACING AND BY PUTTING THEIR STREET CRED ON THE LINE, RACING THROUGH THE CITY STREETS AT ALL HOURS OF THE NIGHT"

EA press release

ABOVE Unfortunately, some cars will still look crap no matter what you do to them.

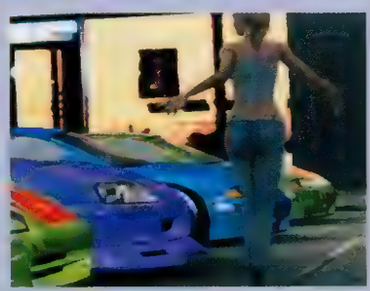
DEVELOPER HISTORY

NFS: Hot Pursuit II **2002**

NFS: Porsche Unleashed **2000**

NFS: High Stakes **1999**

ABOVE A staggering amount of detail has gone into the tracks and scenery.



WHAT A DRAG

Drag racing is more than just putting your foot to the floor and hoping for the best. The manual gear system means that if you shift too early or too late you risk losing precious speed, or worse – blowing your engine! Perfect shifts equal the perfect speed.

SEE YA LATER, SUCKA!

No self respecting street racing game would be complete without the nitrous boost option and the subsequent blurry screen effect. In fact, is there any street racing game that *hasn't* had these effects?

GET CONNECTED

As the release date is still around half a year away, EA hasn't quite got round to completing the official website yet. Still, keep checking **www.needforspeed.com** to find out the latest information. At this moment in time all the site has is a selection of screenshots for your perusal, but if we know EA and the *Need For Speed* franchise, chances are the site will be pretty hot.

DOPE RIDES

Some games have dabbled in the car modification scene, but none have gone to such realistic lengths as *Underground*. Plus, the co-operation from the major companies in the tuning world means real-life boy racers can tweak their cars to their dream specification.

ABOVE 143mph may be pretty fast, but it's nowhere near quick enough to win this race. .

MODIFICATION'S WHAT YOU NEED...

... If you want to be a speed limit breaker!

This car is a humble Ford Focus. Or at least it was. *Need For Speed: Underground* gives you control over every area of the modification process. Thanks to input from major tuning companies like Bilstein, Injen, MOMO, HKS, Sparco and GReddy, you can replace virtually every part of your vehicle and turn it into a road going monster. Remember, it doesn't just have to *be* fast. It has to *look* fast too.

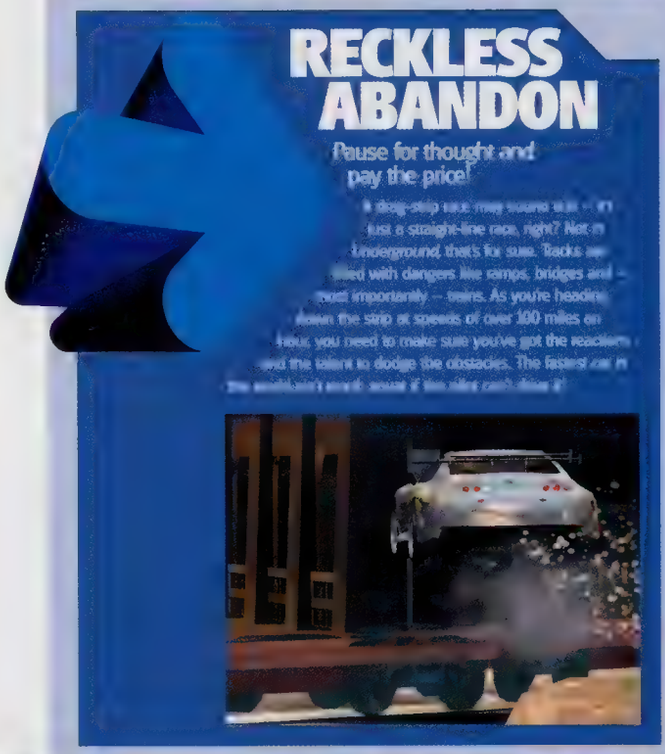
on drag strips and street circuits, earning respect and building your credibility. Obviously, the more money and care you spend tweaking the engine, bodywork, wheels, paint (even stereo equipment and lighting!) the more chance you have of causing a stir. Although, what difference it will make between choosing the green or the pink under-body neons remains to be seen…

As you can see for yourselves, *Need For Speed: Underground* is already looking awesome. The detail of the cars is so high that you can make out individual squares of tyre tread, and the circuits are so intricately designed there are reflections in the puddles. You can probably tell the colour of the driver's eyes if you look close enough.

"The detail of the cars is so high you can make out individual squares of tyre tread, and the circuits are so intricately designed there are reflections in the puddles"

But *Need For Speed: Underground* isn't merely about cosmetics. The tracks, be they quarter-mile blasts or urban circuits, are more than just barren strips of tarmac. Hazards like train crossings, drawbridges and inner-city traffic are included to make sure you keep your wits about you. Expect a few liberties with the laws of reality, but expect a bloody good race at the same time.

Need For Speed: Underground may be stepping into a busy market – what with the likes of *Midnight Club II*, *The Fast And The Furious* (agh! That name again!) *London Racer: World Tour*, *RPM Tuning*, *SRS: Street Racing Syndicate*, *Burnout 2* and about a million more competing directly with it. But when EA can boast an award-winning team and an Oscar-nominated Hollywood special effects guru on board – not to mention a massive history of fantastic previous *Need For Speed* titles – we remain pretty confident that *Underground* will satisfy race fans and real-life tuners alike.



BELOW: Ooh, look at all the pretty lights!

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TRUE CRIME: STREETS OF LA

Just when we thought we'd seen it all, Activision proves we ain't seen nothing yet...

INFORMATION

PUBLISHER: ACTIVISION
DEVELOPER: LUXOFLUX
GENRE: ACTION/ADVENTURE
RELEASE: SEPTEMBER 2003
PLAYERS: 1

It would be reasonably fair to say that *True Crime: Streets Of LA* wouldn't exist without the obvious comparisons that instantly spring to mind. Driving, fighting and shooting in a living, breathing virtual world isn't something new to the PlayStation2. But this in no way detracts from the sheer awesomeness of what developer Luxoflux has achieved. When Roy returned from the first *True Crime* press event virtually frothing at the mouth with excitement, the rest of P2 still remained dubious. After all, the game was in such an early stage of development it was a 'hands-off' demonstration. Could you truly appreciate a game when you weren't even allowed to play it for yourself? Surely *Streets Of LA* is only covering ground that others have already travelled?

But now we've played it for ourselves – to the point where the PR people (who were expecting us to have quick blast and then be on our merry way) were drumming their fingers waiting for us to leave Activision HQ so they could get on with their work. A few hours wasn't nearly enough time compared to how much we wanted to spend with it. It simply wasn't enough time to grasp the sheer magnitude of the game.

You play the role of Nick Kang, a lethally skilled ex-cop whose methods of brutal justice have led to employment in the Elite Operations Department, and the task of tackling the combined forces of the Russian Mafia and Chinese Triads running amok in LA. No mean feat, but one that Kang is more than capable of thanks to the staggering array of weaponry and awesome martial arts skills at his disposal. But that's not to say things are going to be easy. In fact, it's an assignment of monumental proportions...

The 'other' two games in this mould (whose names we need not mention) could hardly be accused of lacking depth. But it looks like *True Crime* has taken these already impressive benchmarks and expanded on them. 28 square miles of London town? Try 250 square miles of downtown Los Angeles. The voices of Ray Liotta, Burt Reynolds and Tom Sizemore? How about the vocal talents Gary Oldman, Michael Madsen and Christopher Walken? Tens of licensed music tracks from Eighties pop stars? *True Crime* features a specially recorded soundtrack from (among others) scores of West Coast rappers...

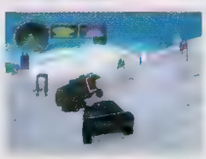
But *Streets Of LA* is more than just giant maps, celebrities and hip-hop artists. It's the culmination of three definite game modes that, when blended expertly together, are so

"TAKE PART IN EXPLOSIVE GUN BATTLES WITH DOUBLE-FISTED FIREPOWER, DEVASTATING MARTIAL ARTS BRAWLS AND HIGH-SPEED SHOOTOUTS ACROSS 250 SQUARE MILES OF ACCURATELY RECREATED LA"
Activision press release

Some missions require some sneaky stealth rather than mindless carnage.

DEVELOPER HISTORY

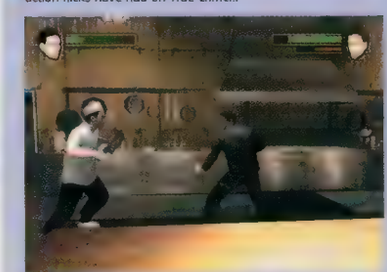
Star Wars: Demolition **2000**



Vigilante 8: Second Offence **1999**

Vigilante 8 **1998**

It's not difficult to see the influence Hollywood action flicks have had on *True Crime*...



LEFT: The boys to trust, eh? Eat lead, quick fitter...

BELOW: Sometimes you're asked to take on crims *Chase HQ*-style...

SOME TRUE VOICES

The celebrity talent behind *Streets Of LA*...

The use of famous voices in videogames is a rapidly growing trend that is attracting actors and celebrities ever higher up the fame scale. Obviously not wanting to be outdone by the competition, *True Crime: Streets Of LA* has the co-operation of some pretty big hitters, including the legendary Christopher Walken (*True Romance, Pulp Fiction*), Gary Oldman (*The Fifth Element, Léon*), Michael Madsen (*Reservoir Dogs, Donnie Brasco*), Michelle Rodriguez (*The Fast And The Furious, Blue Crush*), Ron Perlman (*Blade II, Enemy At The Gates*) and Russell Wong (*Romeo Must Die*) as lead Nick Kang, to name just a few! And to think Mark Hamill was mocked for his role in *Wing Commander*...

Christopher Walken voices this rather cheery looking fellow.

Gary Oldman also lends his talents to *True Crime*...

Another Hollywood star involved.

well developed and executed that each could proudly stand alone as an individual title.

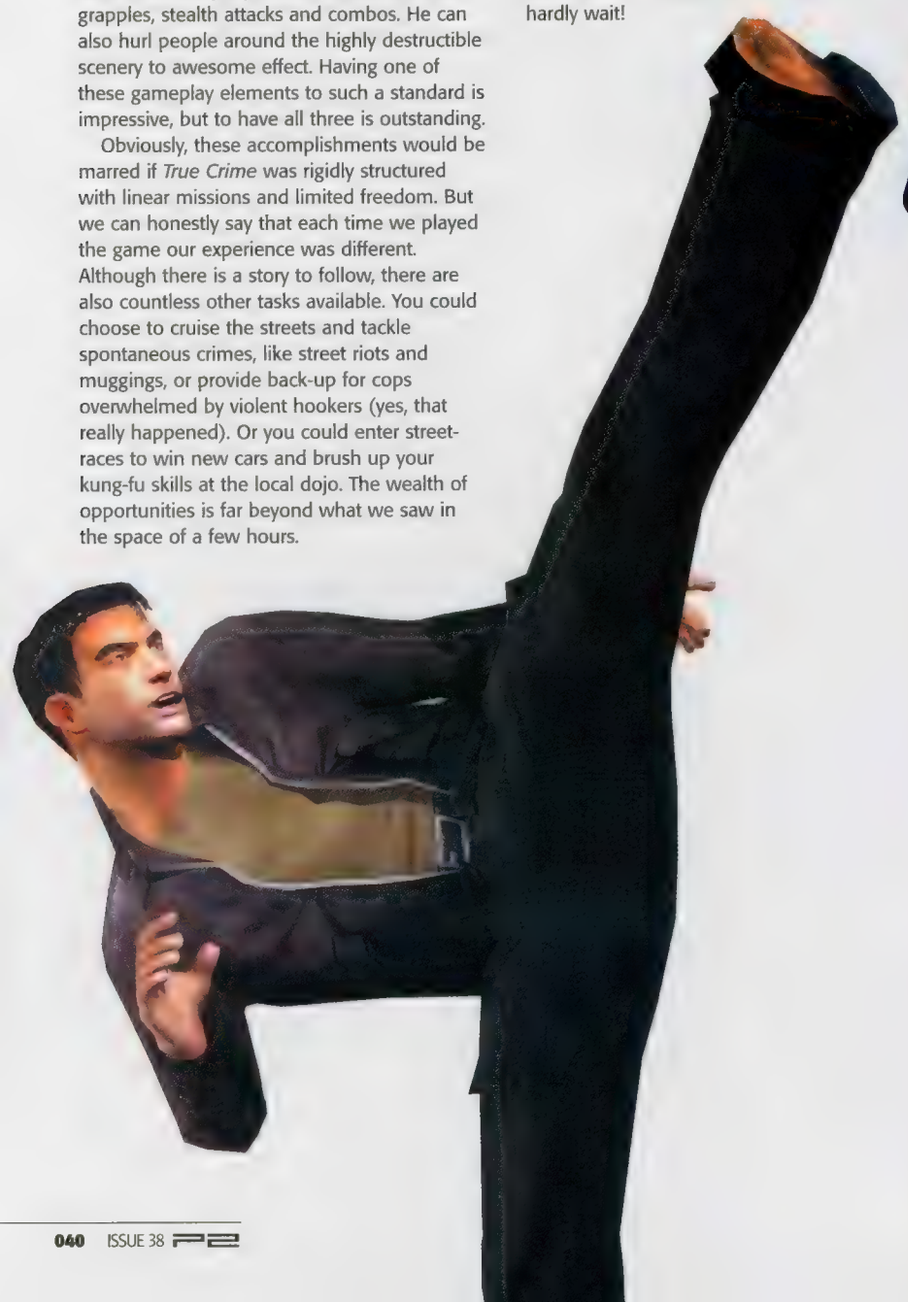
The driving element could sit comfortably alongside the likes of *Burnout 2* – you can tear around the streets in everything from a gangster's low-rider, through a *Fast And Furious*-style street racer, to a valley-girls Beach Buggy. The shooting easily matches *Max Payne*; Kang has the ability to wield two weapons at once as well as a talent for leaping and combat rolling like there's no tomorrow. Also, the fighting wouldn't look out of place in the presence of *Mortal Kombat: Deadly Alliance* (minus the spine-ripping, of course) – Kang can perform stunning motion-captured moves including high-kicks, punches, throws, grapples, stealth attacks and combos. He can also hurl people around the highly destructible scenery to awesome effect. Having one of these gameplay elements to such a standard is impressive, but to have all three is outstanding.

"*True Crime* is the culmination of three definite game modes so well developed and executed that each could proudly stand alone as an individual title"

Obviously, these accomplishments would be marred if *True Crime* was rigidly structured with linear missions and limited freedom. But we can honestly say that each time we played the game our experience was different. Although there is a story to follow, there are also countless other tasks available. You could choose to cruise the streets and tackle spontaneous crimes, like street riots and muggings, or provide back-up for cops overwhelmed by violent hookers (yes, that really happened). Or you could enter street-races to win new cars and brush up your kung-fu skills at the local dojo. The wealth of opportunities is far beyond what we saw in the space of a few hours.

What we do know is that your actions – be they those of a responsible man of the law or a gung-ho vigilante – result in the story branching off in different directions. Even if you fail a particular mission it could have implications later on in the game. We also know that *True Crime: Streets Of LA* features a character development system. Meaning that, rather than starting the game with all the skills needed to complete it, you have to learn certain talents to help you through. These could take the shape of new fighting combos, better gun control and accuracy – even the ability to perform 360-degree spins or J-Turns while driving.

True Crime: Streets Of LA may not be able to equal the impact of Rockstar and Team Soho's efforts, but it arguably moves the genre to a higher level on many different fronts – we can hardly wait!



Highly trained martial art cop or drunken hobo. Who will win? Our money's on the cop...

Find some scenery and chuck enemies through it. It doesn't achieve much, but it's VERY satisfying!

THE INTERVIEW

P2 talks to the Executive Producer of *True Crime*, Chris Archer...

P2 What does *True Crime* have to offer to make it stand out from the competition?

Most important is our branching storyline and the consequence of actions – both work hand in hand. Depending how you do missions, you go down different story paths. A frustrating thing in other games was that you had to repeat failed missions. We thought: "why not adjust the game to how they want to play, but still let them continue?" So, how you choose to do things takes you down different arcs of the story, leading to three separate endings.

P2 Is the map an authentically recreated Los Angeles?

It's close – it definitely has the feel of many of the areas in LA. We took GPS data and geological information in order to map the streets of LA. On top of that, we took satellite and still photos of houses and licensed landmark buildings.

P2: How many different vehicles can we expect to see?

There are about 40 vehicles – but you aren't going to see all the vehicles in one area. If you go into different areas you'll see different types of cars. If you go into Beverly Hills you're gonna see Bentleys, stuff like that. Go downtown and you'll see trucks, industrial vehicles. We have motorcycles as well...

P2 What about weapons? We got our hands on a grenade launcher at one point.

We currently have about 20 different weapons, plus four base weapons that can be upgraded to different calibres. But the coolest part is that you can have a shotgun in one hand and an AK in the other, and target multiple enemies while leaping around in slow motion. Or pick up a pair of automatics and just spray everything with bullets, watching things explode around you – virtually everything is destructible, save houses and walls. And I haven't even got round to mentioning the melee weapons like pipes, bottles, knives and riding crops...

P2 Tell us more about the character development...

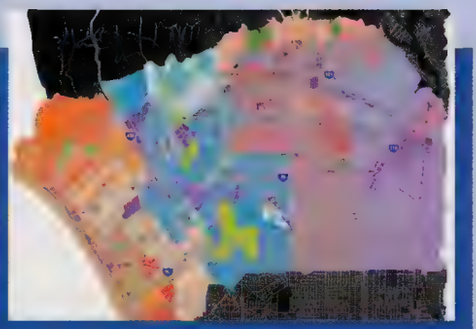
If you complete random crimes and take down the bad guys in addition to the missions then you earn points. These points earn you access to dojos, gun ranges and driving lessons. I like to think of them as similar to the licence tests in *GT3*, ie each is unique and you need to learn a particular skill in order to complete them.

You have a base set of moves to begin with – which are pretty impressive at first – but then you have add-ons. For example, with the shooting you start with precision targeting, then earn the ability to target specific parts of the body, or you might get a laser sighting. When fighting you can learn running attacks, 'finishing moves', combos, grapple combos, etc. For the driving you can learn 180 and 360° spins, perfect handbrakes, and gain the ability to go up on two wheels. There is an awful lot to take in and keep you busy!

LOOK AT THE SIZE OF THAT!

Are you ready for the virtual City Of Angels?

As soon as we've got over the shock of one accurately recreated city, another comes along and completely blows it out of the water. You can free-roam 250 square miles of Los Angeles, including Santa Monica, Beverly Hills and Hollywood, while checking out the countless famous landmarks and buildings through a haze of gunfire and tyre smoke. We just hope we can find the bloke with the map to famous people's houses.



I KNOW KUNG FU...

In games such as these, combat has never really been the strongest area. *True Crime*, on the other hand, features tons of motion-captured moves, combos and stealth attacks on a level similar to that of a Triple A beat-'em-up. You can throw people through scenery too!

FENDER BENDER

Driving round virtual cities is something we've seen several times before. But in *True Crime*, the attention to detail with the damage model and handling physics means that the game stands up extremely well in the face of the competition.

GET CONNECTED

With a game of such a high calibre as *True Crime*, we expect a top-notch website. And we sure haven't been disappointed. Cruise on down to **www.truecrimela.com** and experience one of the best looking and informative websites we've ever seen for a game. There's far too much to tell you about in this tiny box, so we suggest you witness it with your own eyes straight away!

PURSUE SUSPECT!

PAYNE IN THE NECK

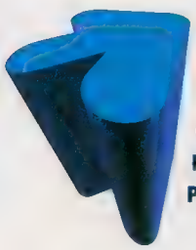
Nick Kang is quite a multitalented guy, it seems. Not only can he carry a different weapon in each hand and fire them simultaneously, he can also leap about in a fashion very similar to a certain Mr Payne. Nil points for originality, but a shiny gold star for putting it in a game like this.

ABOVE: "If you wanted to know the time, couldn't you just have asked me?"

LEFT: It makes a change to have the cops on your side in a game of this nature.

FREAKY FLYERS

With freaks like these, who needs enemies?



INFORMATION

PUBLISHER: MIDWAY
DEVELOPER: IN-HOUSE
GENRE: RACING/ADVENTURE
RELEASE: OCTOBER 2003
PLAYERS: 1-4

Have you ever felt that the world would be a better place if it had an animated, 3D airplane racing game full of zany characters and rude songs? Oh, you have? Then you'll probably be very pleased to learn that Midway has created just that very game in the form of *Freaky Flyers*.

"GAMERS WILL BE COMPLETELY IMMERSED IN EACH CHARACTER'S STORY AS THEY RACE AND ENGAGE IN STUNT FLYING AND AERIAL DOG-FIGHTING, WHILE EXPLORING VAST ENVIRONMENTS"

Midway press release

The 'Freaky Flyers' of the title are a group of 13 unique and wacky characters, who range from Hollywood hunk Johnny Turbine to genetically engineered German fighter pilot Traci Torpedoes. Each character has their individual reasons for entering the races, such as wanting to earn money to go to Hollywood or to keep their restaurant open, and the game follows their gradual success at obtaining these goals as they win races.

The adventure takes place in numerous exotic locations which make a change from the normal arenas you would find in a racing game. Players can find themselves in the rainforests on Exotic Danger Island, where pythons and pirates are ready to pounce, or the terrifying castles and mountains of Haunted Transylvania. Even the standard locations have an added twist, like the crazy mineshafts you find in the Wild West level. The environments are all interactive and free roaming, so if you're dragging behind you can go for a wander and may even be lucky enough to come across a shortcut.

But there is more to *Freaky Flyers* than just racing; you can attempt to complete sub-goals on each level and open up new power-boost routes or earn rewards. These sub-games range from shooting down trees to picking up criminals and returning them to the police station, so there are always plenty of challenges to partake in if you tire of racing.

As airplanes are the vehicle of choice you get to do all the things you would expect in such a craft, like aerial stunts and dog-fighting, as well as exploring the environments from all perspectives, not just from floor level. You can also play with up to four players in multiplayer mode, although there are no plans to get *Freaky Flyers* online, which seems a shame.

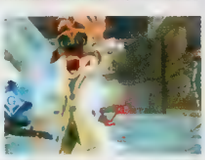
The game is clearly influenced by kooky titles like *Wacky Races* – in fact it's basically *Wacky Races* with planes and even madder characters. There is more on offer though, with adult-based humour both in the characters' dialogue and in the accompanying songs, which were specially written for the game. It's guaranteed to be an exciting and crazy ride, and if the final game turns out half as good as Midway promises, then we can't wait to take part.

Blast these huts to pieces to prevent any more mad Mexicans from spawning

DEVELOPER HISTORY

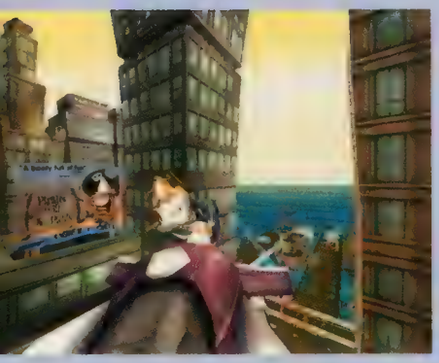
Freestyle Metal X **2003**

Mortal Kombat: Deadly Alliance **2003**



Dr Muto **2003**

ABOVE: You can pick up many weapons, including these missiles and a protective force field



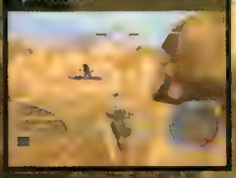
IT'S A MINI ADVENTURE

Who said bigger was better?

After you successfully complete two sets of Adventure mode you unlock a hidden mini-game. These games include assuming a form from a group of mad Mexicans and then violently hand and having to navigate your way through a human body while trying to avoid being eaten by the white blood cells!

DOG'S LIFE

As well as the Race and Adventure games you are also able to unlock Dog-fighting mode. This is a multiplayer game that allows you to try out various crazy stunts and weapons against your friends.



WEAPONS INSPECTION

Pick up some useful weapons every time you see these 'wing' tokens. These range from floating mines and rocket launchers to protective bubbles and power boosts. Achieve certain sub-goals to unlock another weapons window, allowing you to carry more ammo.

CHANGE OF FACE

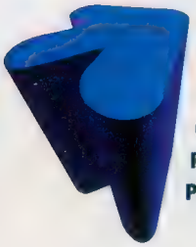
You choose a wing with five characters, but once you complete the Adventure mode with one character you unlock new ones. There are 13 characters in total and each character has unique strengths, such as increased handling, more speed or better stunt ability.

GET CONNECTED

Check out the freak show at **www.freakyflyers.com**, where you can download a selection of wallpaper and screensavers as well as peruse some of the game's finer features. This animated site also has plenty of information on each of the 13 characters and a listing of the musical tracks recorded especially for the game.

COLIN MCRAE RALLY 04

Strap yourself in and get ready for Codemaster's latest rally ride!



INFORMATION

PUBLISHER: CODEMASTERS
DEVELOPER: IN-HOUSE
GENRE: RACING
RELEASE: SEPTEMBER 2003
PLAYERS: 1-4

Like catching up with old friends, playing the latest instalment in the *Colin McRae Rally* series is always an opportunity to see how time has treated them. Have they put on a few extra pounds? Have they found the direction they've always wanted to head in? Most importantly – will you still get on with them the way that you used to? Things don't always change for the better though, so even though *Colin McRae Rally* has been a trusty old friend for the last five years, will its character remain as charming, or has it outstayed its welcome?

It seems like only last week that we were throwing a Ford Focus sideways down country lanes, and it's difficult to imagine what Codemasters has conjured up in the space of 11 months to make the best rally game on PS2 even better. Thankfully, it looks like the developer has turned its attention to the previous titles' one major downfall – you now no longer have to take on the role of McRae himself.

While this may have been an attempt to make *Colin McRae 3* a more focused and authentic simulator, it also inadvertently made the game more restrictive. As McRae was employed by Ford at the time, you could only use the Focus for the most important career aspects of the game. As a result, the wealth of other cars could only be used for unofficial joy-riding purposes. You couldn't 'be' Colin McRae and enter the championship in a Peugeot now, could you? The chaps at Ford who had his signature at the bottom of a contract would say no, in case you were wondering...

In *Colin McRae Rally 04*, you're back into your own virtual overalls, meaning that, although the man himself is behind the wheel of the Citroen Xsara, you aren't tied to his contractual obligations. Consequently, you have the full 2003 WRC line-up to exploit for the Championship mode. Not to mention the plethora of two-wheel drive, Group B and Bonus cars waiting to be unlocked that come with their own specific championships.

Although the temptation to hop into an immensely powerful Audi Quattro or wacky Ford Transit Rally Van may prove great, there's quite an incentive to stick with the 2003 range of 4WD and 2WD cars: *Colin McRae Rally 04* offers the chance to enhance your vehicle with part testing challenges. Rather than simple unlockables, you're presented with a series of challenges that, if completed, allow you to access new car technology and increase your chances of success.

Beyond this welcome return to form – and useful new challenges – *Colin McRae 04* has

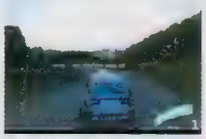
"COLIN MCRAE RALLY 04 IS THE RALLY GAME REINVENTED BY THE PEOPLE WHO INVENTED THE RALLY GAME"

Codemasters press release

Ah, an old British sports car and British country lanes. All we need now is a scarf and goggles

DEVELOPER HISTORY

Colin McRae Rally 3 **2002**



Colin McRae Rally 2.0 **2000**

Colin McRae Rally **1998**

Colin McRae just wouldn't be the same without the good ol' Impreza.

LEFT: It's the Mitsubishi Evo VII. Pretty soon, they'll have run out of space on the bootlid for all the roman numerals.

ABOVE: If you look really closely, you can see Colin sipping an Irn Bru and munching on a haggis

CARS IN THEIR EYES

Rally monsters and blasts from the past...

McRae games have always been good when it comes to the unlockable motors, and *04* is no exception. With over 20 vehicles to choose from (all of which can be used for championships – yay!) there is plenty to satisfy petrolheads. Obviously, the current line-up of Imprezas, Lancer Evo VIIIs and Xsaras, two-wheel drive Puntos, Saxos and Pumas are all in here. But you also get the opportunity to [illegible]

become distinctly more hardcore. As well as a revised handling system – which dispenses with the subtle steering aids and 'central pivot point' of past titles and replaces it with a more realistic, 'stabilisers-free' system – the damage model can be made less forgiving and you have the option of competing in the daunting Expert Championship; a feat not to be taken on lightly. Offering the most strenuous and true-to-life sensation yet seen in a videogame rally title, the Expert Championship offers the toughest stages, in-car view only, manual gears and the most realistic damage setting. Not to mention the ruthless stage times to beat should you make it to the finish line! Needless to say, it's the ultimate kick for rally freaks…

However, if you don't feel quite ready for something so unforgiving, there's still plenty for the less fanatical player to do. *Colin McRae 04* offers the chance to build your own six-stage custom rallies. You like jumps? Then pick only the hilliest stages. Drive best on tarmac? Construct a rally with road-only tracks. Want to create the ultimate challenge for you and your mates? You can. The potential longevity of *McRae 04* supersedes all previous titles.

McRae 04 has also addressed the shortcoming of the previous titles' lacklustre multiplayer mode by going all-out for the latest instalment. All the championships feature a multiplayer option – where you can compete against one another in rival vehicles or combine forces and work for the same team in turn-based racing. Plus, you can also play two-player split-screen or four-player alternate racing in the Stages and Rally modes.

"Beyond the welcome return to form – and useful new challenges – *Colin McRae 04* has become distinctly more hardcore"

But an update wouldn't be an update without the compulsory tweaks to the graphics, and Codemasters is keen to satisfy here as well. The stages have been treated to improved textures, new animated track effects, more detailed terrain visuals and enhanced lighting effects – not that you get much of an opportunity to soak it all up, because the game engine is running faster than ever! Even though titles in the rally genre are hardly thin on the ground, we're still looking forward to *Colin McRae Rally 04* with an fervour that can't be replicated by any other rally title.

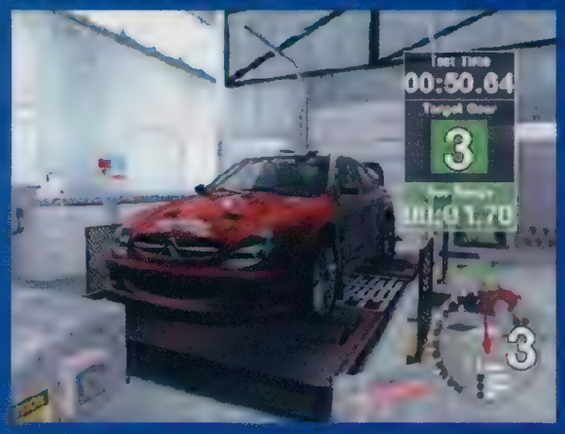
Rally fans will be glad to hear that even the more obscure rally cars, like this old Lancia, put in an appearance.

When the two signs leapt out, Colin had no choice but to swerve dangerously around them.

TESTING TIMES

Improve your car – whup the opposition!

One of the cleverest new features of the *Colin McRae* series is the introduction of the parts testing challenges. Pick any of the 2WD or 4WD models and you're given the opportunity to win upgraded parts through a selection of mini games. For example, should you wish to get hold of a more powerful engine, then you're whisked away to a 'rolling road' (a device for measuring the power output of cars) where you must hold the car at a certain speed in each gear for a selected time to receive the reward. Similarly, if you'd like to receive better suspension you need to test your old shocks to destruction over a series of massive jumps. Win all the new upgrades for your vehicle and your chances of a first place position are greatly improved!

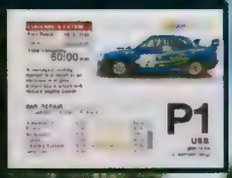


CRASHTASTIC!

Things that make you go bang!

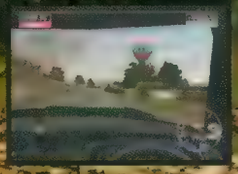
JIM'LL FIX IT

Well, if there's a mechanic called Jim he will anyway! The previous game was criticised for its dumbed-down repair options, but in *McRae 04* you have total control over what you get to fix after every two stages.



GET IN THERE!

Like the previous games, just as much attention has been paid to the in-car views as the external. We saw some pretty special rain effects in the last game, but now your windscreen is splashed with mud, dust and grime to obscure your view. The PS2 will be firing dirt at us next!



GET CONNECTED

Speed on over to **www.codemasters.com/colinmcrae04** and check out the typically high production values of the official *Colin McRae Rally 04* website. Yes, we know that the series has had plenty of time to perfect its site, but it's still packed with info. Screensavers, downloads, screenshots, game information... you name it, chances are this site has it. Mind you, is there anything about the man McRae that we don't already know?

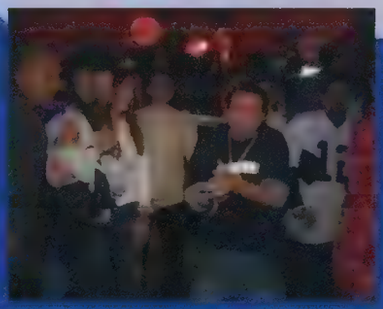
THE BEST THINGS COME IN TREES...

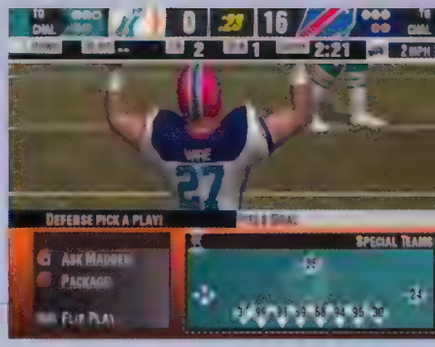
It's not difficult to see the effort that has gone into making the rally stages look as sumptuous as possible. There's so much detail on each track it's possible to make out individual blades of grass and trees swaying in the breeze.

CRAZY, CRAZY NIGHTS

"I'm the man!" – yeah? Well, prove it!

There is plenty of DVD content on the *Madden 2004* disc to discover. Among the tutorials is a short movie about the 'Madden Bowl' where the country's best players get together to find out once and for all who exactly is the best *Madden* gamer in the States. Cue a lot of craziness and dancin' fools. And some *Madden*...





GET CONNECTED

You can always trust Electronic Arts to make sure its website is bang up-to-date. Head here now and there are details on all the extra goodies available in this year's game – and you can rest assured that more will be added as we get closer to the release date. Head for **www.easports.com** and follow the links!

DANCE, DANCE, DANCE

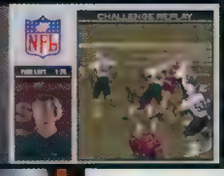
If the football action gets a bit serious for you, then you can relax at half time when the home team's dancers come out and strut their stuff for an appreciative crowd. Just remember to focus back on the game for the second half.

WHAT'S NEW, PUSSYCAT?

Not everyone has been playing *Madden* games for years – unbelievably there are people out there who are completely new to the franchise. For them there are videos talking you through the game, bringing you up to speed on how to play. For regulars, there are also videos explaining what's new for *2004*.

YOU CANNOT BE SERIOUS!

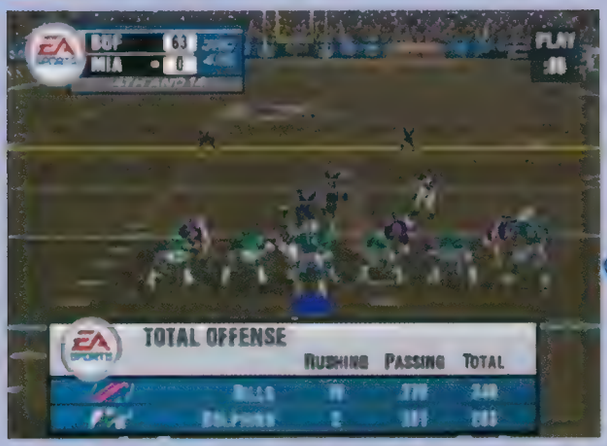
There have always been contentious plays in *Madden* and now the coaches sometimes question the referee's decision. You see a close-up replay of the controversial move and it's discussed until the adjudicators decide whether the play stands.



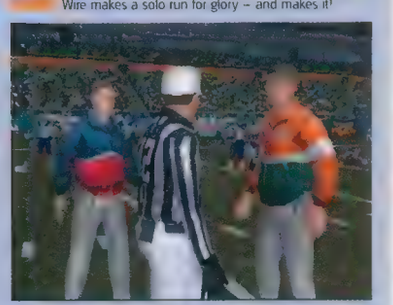
MADDEN 2004

Time to get back on the field as the most realistic American football game returns!

Make a particularly good play and you're rewarded with a stylish three-screen replay



Wire makes a solo run for glory – and makes it!



INFORMATION

PUBLISHER: EA
DEVELOPER: IN-HOUSE
GENRE: SPORTS
RELEASE: 12 SEPTEMBER
PLAYERS: 1-2

Blimey – it seems like only yesterday that we were salivating over the 2003 edition of this franchise, and yet it's already time for the return of *Madden*. Once again, just when you think EA has nothing more to add to the franchise, *Madden 2004* brings in a whole host of new features to keep regular fans happy and to justify their once again shelling out another 40 quid for what is actually the *14th* (!) version of the game to date.

One of the biggest additions this year is the Playmaker Control, which means that now the player has complete control to change a play, even when it's already in progress. By simply using the right stick, you can adjust the play and rearrange your team's tactics, all without having to call a timeout and stop the game. This means that defence can be reigned in at difficult times and the receiver can be directed to ensure they don't miss that critical catch.

The new Franchise mode adds a great deal of depth to the game too – now as well as merely coaching the team and, of course, playing in the league, you can take complete control over details like food and merchandising prices, sort out your coaching staff and even decide to relocate your team if you don't like the locals! There's also the chance to build an all-new stadium to your own specifications – although you might want to get a few wins under your belt before you start getting such grand plans.

With the Network Adaptor finally landing on this side of the Atlantic, *Madden* fans can take the game online this year, either creating tournaments against friends or finding other people online at the same skill level as you, to prevent you from getting thrashed by an expert every time you play. Clever. Thanks to EA's Fair Play system, the rules for the online matches are set in advance and cheating is rendered impossible. The social aspects of the online world are well catered for, with EA Messenger letting you send missives to any online buddies who are playing EA Sports games, and you can also utilise the USB headset to jeer and laugh at your hapless opponent as he watches you sail in for another touchdown!

Of course, aside from all these new features, you also get the finest American football game in the world, televisual presentation and the man himself, John Madden, commentating on the action. What more could you want?

DEVELOPER HISTORY

FIFA 2003 **2002**

NBA Live 2003 **2002**

NHL 2003 **2002**

"MADDEN NFL 2004 IS THE MOST COMPLETE, AUTHENTIC SPORTS VIDEOGAME EVER, MAKING IT THE ULTIMATE JUDGE FOR SPORTS GAMERS"

EA press release

TIGER WOODS PGA TOUR 2004

The best golf game ever returns – can you improve on perfection?

INFORMATION

PUBLISHER: EA
DEVELOPER: IN-HOUSE
GENRE: SPORTS
RELEASE: OCTOBER 2003
PLAYERS: 1-2

We're still playing *Tiger Woods 2003* on a regular basis, as it was a favourite with us – so can it really be time for an update already, EA? Apparently so, and rather than just stick a new number on the end of the title and try and sell us the world's greatest golf game again, EA has added an impressive amount of features this time to an already classic title.

Something that has always been missing from the franchise has been the chance to play as yourself – we've long imagined getting up there and beating Tiger Woods – and now in the *2004* edition EA has given us that opportunity, with the all-new 'Create-A-Golfer' option. Everything about your appearance can be altered, from the height of your competitor to the colour of their eyes, so you really CAN put yourself in the game! Not only that, but as your new superstar starts to climb the golfing ladder you're rewarded with unlockable accessories and new clothing.

If you don't want to create your own competitor, then there are 15 PGA Tour pros to choose from, and this year there are five new PGA Tour players too, including John Daly and Justin Rose. The fantasy players make a return so you'll once again face Yosh Tanigawa and 'The Don' – aah, the trouble we had beating *him* last year...

If you want a deeper gaming experience rather than a quick golfing blast, then look no further than the PGA Tour Season mode where you can play through all 52 weeks of the PGA calendar, taking part in all the authentic events – your golfer can play for up to ten years, and along the way you gain sponsorship deals from authentic golf names and attempt to cash in on fame. The all-new World Tour mode lets you travel the globe, and this is also the way to unlock new golfers for use in the Versus modes.

For pick-up-and-play action there are a number of new modes, such as Battle Golf and Long Drive Shootout. EA has obviously noticed the success of more cartoony golfers like Xbox's *Outlaw Golf* and added these aspects to *Tiger Woods* to stay ahead of the pack. *Tiger Woods* even makes use of the PS2's internal clock, meaning that real-life tournaments appear in the game at the right time of year. This means that golf junkies can now spend all day watching The British Open, for example, and then turn on the console and take part themselves. Very clever.

Add to all this the always humorous commentating team of Gary McCord and David Feherty, and you have a realistic golfing treat that is likely to set the benchmark for the genre even higher than last year. Damn right we're excited...

"TIGER WOODS DELIVERS THE MOST REALISTIC GOLF SIMULATION FOR FANS OF CONSOLE GOLF"
EA press release

ABOVE: Success takes your golfer to some incredibly glamorous locations.

DEVELOPER HISTORY

FIFA 2003 **2002**

NHL 2003 **2002**

Madden 2003 **2002**

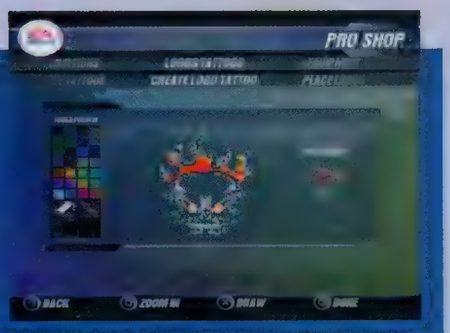
ABOVE: An example of the realism of the game – just how smug can a computer-generated image look?

LEFT: There's no sexism on this tour – the ladies are just as capable of getting that elusive hole-in-one.

NEW TATTOO

Wanna *really* change their appearance?

We've seen many games where you can buy new shirts or shorts for your sportsman, but *Tiger Woods 2004* contains something we've never seen – the chance to give your golfer a tattoo! You don't even have to choose a design; you can just create your own using the palette and then apply it. Brilliant!



SMARTEN UP!

Every aspect of your golfer is customisable, so if you've always dreamt of stepping out in front of the world just wearing a big white t-shirt and a pair of shorts then here's your chance.

SCARILY REAL

The facial expressions of the competitors have been dramatically improved, so now you can see every emotion as they sink that impossible putt or miss the game-winning shot. It's just like watching the real thing!

WHERE TO PLAY?

Tiger Woods has always had an impressive amount of courses but this year's edition features seven new ones, including two fantasy challenges set to cause trouble for even the most proficient golfer.

GET CONNECTED

You can count on EA Sports to provide all the information that you could ever need on its website. Each EA Sports game has its own mini-site, so head over to **www.easports.com** to find out all the latest news on *Tiger Woods PGA Tour 2004*, check out new screens and even download Tiger wallpaper.

LEFT The radar at the bottom of the screen shows the locations of players who aren't on screen.

LICENCE TO THRILL

You'll be seeing real teams and players galore in the game!

EA has gone all-out to secure the licences for real players, competitions and stadia to ensure that *Rugby 2004* looks and feels as close to the real thing as possible. This means that it's possible to compete in the World Cup, the Tri Nations, the Super 12 Series and the Six Nations championship, reliving classic confrontations with the real players!

BELOW Conversions can make the difference between winning and losing.

GET CONNECTED

The game's official site at **www.easportsrugby.com** is bristling with news and information about the title, though it does require Flash in order to enter. There are screensavers and wallpapers available to download, as well as further information about many aspects of the game, including gameplay, graphics and the official licences secured so far. You can also download screenshots and movies from the site.

FACE OFF

With all the official licences secured, HB Games is working on making the players look as close to their real life counterparts as possible.

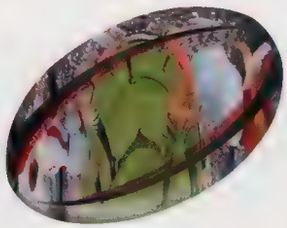
THE STADIA

Over 65 different stadia are set to be included, and all look just like the real thing. Play as England at Twickenham, Wales at the Millennium Stadium, and so on.

SCRUMMY!

The developer has worked hard to make scrums, rucks and mauls easier to pull off and generate second phase possession, the result being that the game is much more open.

RUGBY 2004



Another sports game with a yearly update? That'll be EA then...

BELOW: Lineouts, scrums and the like are much more intuitive to control.

ABOVE: Free-flowing rugby is relatively easy to pull off.

Pre-selected routines can be executed from scrummages.

INFORMATION

PUBLISHER: EA SPORTS
DEVELOPER: HB GAMES
GENRE: SPORTS SIM
RELEASE: 12 SEPTEMBER
PLAYERS: 1-4

Let's face it, Electronic Arts is rapidly running out of sports to cover. In its quest to ensure that it publishes the leading games in every imaginable sport, where else is there left to turn? How long before we see *EA Tiddly Winks 2005*, or *EA Truckpulling*? Last year, the publishing giant turned its attention to rugby, and managed a reasonable enough attempt at the sport. This year, surprise surprise, it's back with another stab, the soon-to-be-released *EA Rugby 2004*.

As per usual with EA titles, the devil is in the details. Over 1,500 real life players are due to be included thanks to the securing of official licenses, and it's possible to play as international sides or the world's leading domestic teams. A nice touch is the opportunity to select a national squad from all the eligible players in the game, rather than having it pre-selected for you (though those who don't follow the sport as closely as some needn't worry, as a default squad is selected for novices to use). A highly impressive 65 real stadiums also make the final version to add an extra layer of realism, as well as newly recorded commentary from the BBC's John Inverdale.

Plenty has changed since the original *Rugby* hit the shelves, and the developer has been working hard to make the controls simpler and more intuitive; thus drop-kicking and kicking for touch have been greatly simplified and free-flowing, attractive rugby is much easier to pull off.

Of course, there's a long way to go and the preview version we played still had a number of problems that need rectifying before the game is released. One thing that we don't expect to be corrected is the annoying Americanisms scattered throughout the game (a conversion is greeted with the phrase 'It's good', for example), but animation, commentary and controls all look (or sound) worryingly ropey at this stage. EA's preview versions are nearly always extremely close to the final product, but in this build of the code the commentary is disjointed and badly read out, while the animation is unintentionally hilarious (when sprinting, the players look like they should be being chased by nurses on the *Benny Hill Show*).

However, EA is clearly keen to get matters right, and with the Rugby World Cup on its way (and England in with a chance of actually winning it for a change) there is no doubt that this is a title that will be flying off the shelves on release. EA's usual big-budget marketing will no doubt help there, but just you remember to read our review before making up your mind, ya hear?

DEVELOPER HISTORY

Cricket 2002 **2002**

"EA SPORTS RUGBY 2004 WILL ONCE AGAIN BE A RUGBY FAN'S DREAM"

EA press release

FREEDOM FIGHTERS

Fighting to save America – now who'd have thought that could be fun?

INFORMATION

PUBLISHER: EA
DEVELOPER: IO INTERACTIVE
GENRE: SHOOT-'EM-UP
RELEASE: SEPTEMBER
PLAYERS: 1-4

If you watch anywhere near as much bad TV as we do you may have come across a Patrick Swayze film called *Red Dawn*. We can't recommend hunting it down as it's extremely painful to watch, so we'll give you a brief summary. Some Russian forces appear out of nowhere, parts of America are locked down and schoolboy Swayze leads a team of rebels against the Ruskie invaders.

This game has nothing to do with that film (which is a very good thing), but the premise is similar. Only here, the excuse for the Russian occupation of American soil is put down to the fact that the Cold War never ended. Or rather, it's just coming to an end and the Russians are very much on top of it all. Sorry, Mr Swayze, but this is a much more believable scenario than Russians just 'appearing' one day. A scenario that is also very enjoyable to play through, even if it is with a character called Christopher Stone.

Since it would be quite complicated to run a game that saw you recapture the entire United States, EA has decided to base this game in New York City. Much as you'd expect, though, this isn't the NYC you might know and love today.

"EVOLVE FROM AN AVERAGE NEW YORKER INTO A FEARLESS PATRIOT WHO RECRUITS AND LEADS AN ARMY OF FREEDOM FIGHTERS"

Freedom Fighters website

If you push against a surface you put your back to the wall. This includes low barriers.

Well, if the Russians will leave some ammo-guzzling sentry guns around who are we to ignore them?

Even when you zoom in for some accurate aiming the view doesn't quite go into first-person mode.

Don't you have to pay extra if you're carrying firearms and rocket launchers?

DEVELOPER HISTORY

Hitman 2: Silent Assassin **2002**

Hitman: Codename 47 (PC) **2000**

LEADER OF THE PACK

Just whisper sweet nothings into their ear and they're yours for the taking...

We're not sure what the lead character Christopher Stones background is (beyond being a good all-round American citizen) but he appears to have fantastic communication skills. With the press of a button you're able to recruit pretty much anyone, convincing them to fight by your side. Every so often however, you do need to complete some task or another to win their faith, but it still shouldn't prove too difficult to build up a sizeable force.

THE TEAM WORKS

The big selling point of this game is the team system. Think you've heard it all before? Well think again, because we're not just talking one or two followers here; you can recruit up to 12 team members!

ROASTED RUSKIE

There are a large number of weapons to use in this game (predominantly Russian-based arms, for obvious reasons) and these include a decent selection of explosives. The Molotov cocktails and the rocket launchers are particular favourites of ours.

DOWN TOWN

The game is set in and around New York City, which, as you might imagine, means some fairly impressive buildings towering around you for the majority of the game. Not all of them can be explored but the area is plenty big enough already.

GET CONNECTED

Head on over to www.eagames.com/ps2/freedom_fighters and you'll be able to find a healthy amount of information on the game (ironically in bullet form) as well as a grand total of six screenshots showing off the action. This isn't going to take up a massive amount of your time, but it will, no doubt, answer a few questions you might have on the gameplay

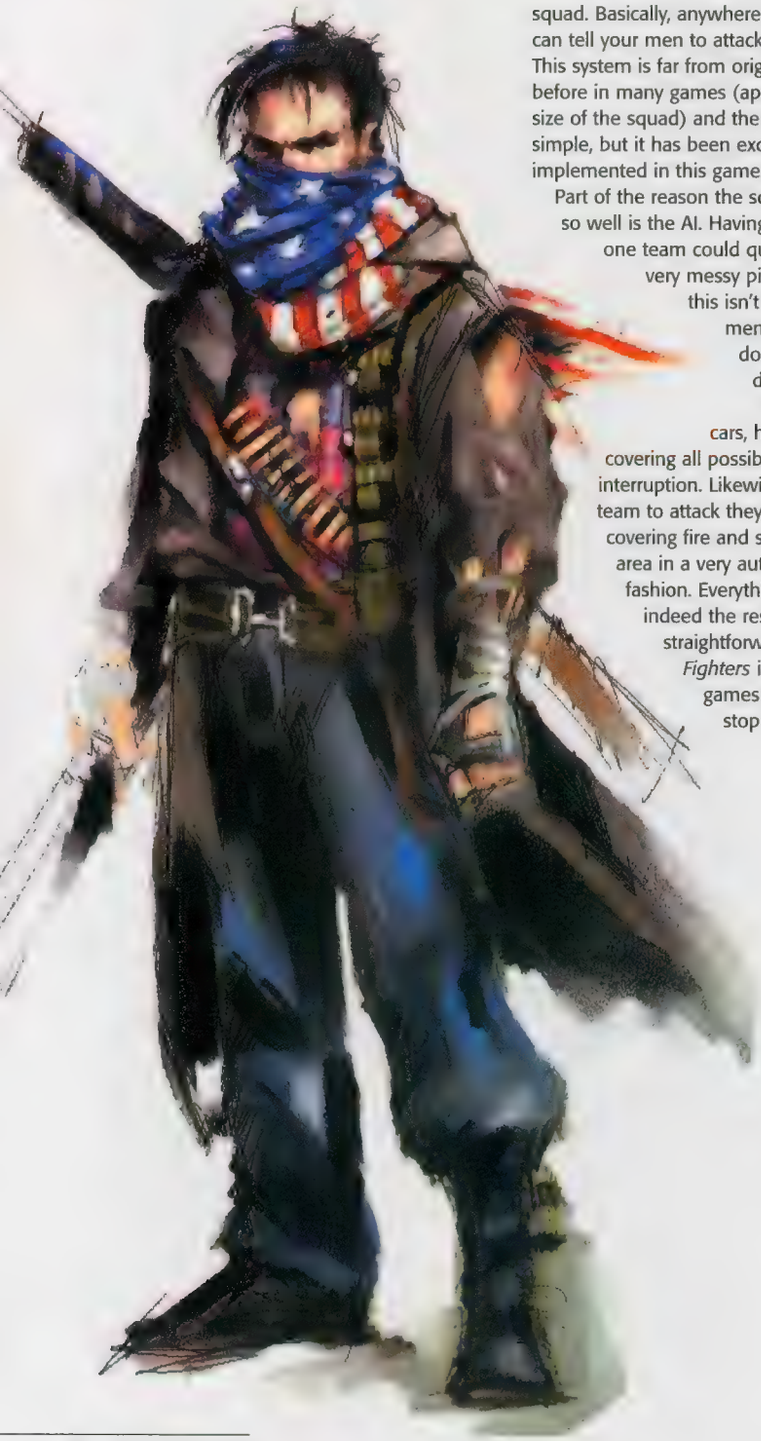
BELOW: Once you've recruited a few team members you can quite feasibly move through a level without firing a shot

Russian insignias, Stalinesque statues and battle scars pepper the snow-covered streets, giving the game a real moody feel. The urban environment makes for the perfect gameplay arena, one that changes as you progress through the game.

The various missions are split between several areas, some of which you revisit to find damages remain from previous explosions and combat, the idea being that the whole city degrades into a huge battlefield. This kind of set-up is perfectly suited to the dynamic squad-based gameplay – something that's a strong feature in *Freedom Fighters*, as during your battle against the Russians you can recruit fellow Americans to fight by your side. Up to 12 in total can be recruited, and it's here the game starts to get interesting, because, from a suitably elevated position (like one of those aforementioned tall buildings) you can hand out orders to your squad. Basically, anywhere you can see, you can tell your men to attack, defend and so on. This system is far from original; it's been done before in many games (apart from the huge size of the squad) and the commands are fairly simple, but it has been exceptionally well implemented in this game.

"Russian insignias, Stalinesque statues and battle scars pepper the snow-covered streets"

Part of the reason the squad system works so well is the AI. Having 12 members on one team could quite easily turn into a very messy piece of gaming, but this isn't the case. Order your men to defend and they do just that – taking defensive positions behind wrecked cars, hugging the walls and covering all possible means of interruption. Likewise, if you tell the team to attack they give each other covering fire and sweep through each area in a very authentic military fashion. Everything about this, and indeed the rest of the game, is straightforward, but *Freedom Fighters* is one of those games that you just can't stop playing.



ABOVE: The majority of missions involve destroying/sabotaging stuff, but surprisingly it never gets monotonous.

ABOVE We know he's dead but there's nothing quite like making sure the job is done.

DEVELOPER INTERVIEW

We talked to Mads Prahm, lead designer on *Freedom Fighters*, to find out a little bit more about this game...

PS2: This game is on its third name now. Why?

Mads: The original name for the game was actually *Freedom Fighters*. It's been the working title all along but when we tried to secure the trademark for the game someone else already had it. We've been in negotiations with them for a long time and we've finally secured the trademark. We also changed from *Battle Of Liberty Island* to *Soldiers Of Liberty* because *Battle For Liberty Island* was a little bit too long.

PS2: What's the most important feature of the game?

Mads: There was a lot of time spent getting the squad control and the AI up to a level where you don't get annoyed with your team members. Although, of course, they're not humanly intelligent – you have to be the clever one in the group. But that's been the main focus of the development. The whole gameplay is AI-driven and not scripted, and that means always the same part of the level is different each time.

PS2: How is the game structured?

Mads: There are 18 levels in eight different chapters and the levels within the chapters you can play in any order you like. They all have multiple objectives, so you can go into one level and complete one objective and then skip to another level and complete another objective. Those objectives affect the other levels, so taking out a bridge would stop troop reinforcements or taking out a helicopter station would stop the helicopters flying to another level.

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KAAN – BARBARIAN'S BLADE

Kaan you hack it?

INFORMATION

PUBLISHER: MINDSCAPE/ DREAMCATCHER
DEVELOPER: EKO SOFTWARE
GENRE: ADVENTURE
RELEASE: SEPTEMBER
PLAYERS: 1

Those wise people in China have a creature for every year, but it appears 2003 is going to be the year of the gladiator, with titles like *Ben Hur*, *Rygar: The Legendary Adventure* and *Gladiator: Sword Of Vengeance*. And now award-winning developer Eko Software has got in on the action with its animated adventure *Kaan – Barbarian's Blade*.

The story begins with Kaan, a Roman guardian who is sent to rescue Queen Xithanna from the war-torn town of Asaquan. On arrival, Kaan learns that the evil sorcerer Tothum Siptet has killed nearly all of the queen's army. The town's only chance of survival is the Orb Of Hope, a precious gem that guards them with its mystical powers. However, a masked traitor has stolen the gem and Kaan is sent to the unpronounceable 'Syrkoniennes Lands' to recover the stone before it falls into the hands of Siptet.

As the latest in a line of Roman-based adventures, *Kaan – Barbarian's Blade* needs to have some pretty inspired tricks up its sleeve to get the public interested. Thankfully, Eko Software has injected a shot of originality with its trademark 'cartoon' style, made popular by its first outing, *Gift*. Think Disney's *Hercules* with a dash of *Tarzan* and you're halfway to describing the look of this game.

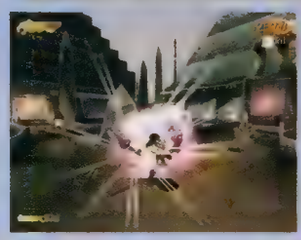
Not that you should be fooled by the cutesy nature of the graphics. This 3D adventure is a hack-'n'-slash-fest vaguely reminiscent of *Devil May Cry 2*. With 17 levels to chop your way through there's rarely a moment when you aren't besieged by unworldly creatures like Bear-Men and flesh-eating beetles.

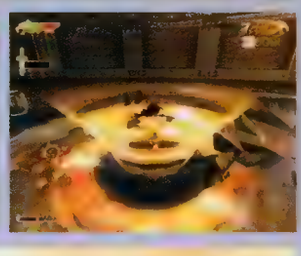
Mercifully, Kaan has a broad range of weaponry to use in his defence. He starts with a long sword and shield, which have limited defensive and attack strengths, but as he progresses through the game he gets the chance to upgrade his armaments. There are six weapons and five shields to collect in total, each with their unique powers and special attack combos. Our personal favourite is the Throwing Axe, which can twat a Roman goon from 20 paces.

The only foreseeable problem we can see with *Kaan – Barbarian's Blade* is the enemy AI, which is random at best. We found that many of the so-called 'difficult' opponents would keel over with one blow, while others defended so much that they were nigh on impossible to kill. However, we're sure Eko Software will tweak these glitches before the game's release this September. Plus at budget £19.99 price-point, you can't complain. Well, not too much anyway.

"WHILE THE ACTION IN KAAN IS FAST AND FURIOUS AND WILL GIVE PLAYERS A CONSTANT CHALLENGE, WE BELIEVE THAT IT'S THE LOOK, FEEL AND THE QUALITY OF THE ANIMATION THAT WILL ENSURE PLAYERS COME BACK TO KAAN AGAIN AND AGAIN"

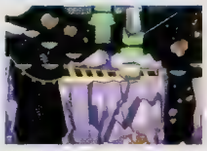
Mindscape press release





Three of you, one of me? I make that Pimms o'clock.

DEVELOPER HISTORY



Woody Woodpecker **2002**

Gift **2002**

Kaan's mission is a perilous one. Thankfully you can save his progress at these Lion Points.

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GET CONNECTED

Haul-ass down to *www.SEGA-europe.com* to check out one of the many official sites for *The King Of Route 66*. It's not exactly brimming with information (just a game description and a handful of screenshots) but you could also check out **www.SEGA.com/games/post_gamegame.jhtml?PRODID=10395** or even **www.SEGA-am2.co.jp/route66** if you're desperate to find out more. Never before has one game had so many official sites!

HOW'S MY DRIVING?

In addition to the King and Queen modes, you also have the chance to enter the Route 66 Challenge mode. Here you can attempt tasks such as convoy golf and long haul slam, or you can simply destroy cars. Pretty mindless, but definitely fun!

TRUCKIN' ALL OVER THE WORLD...

As is the way with arcade racing games, the opposition is almost always faster than you. But, thanks to the nitro barrels scattered across the levels, you can temporarily boost your truck to a speed above an agonising crawl!

RED LORRY, YELLOW LORRY...

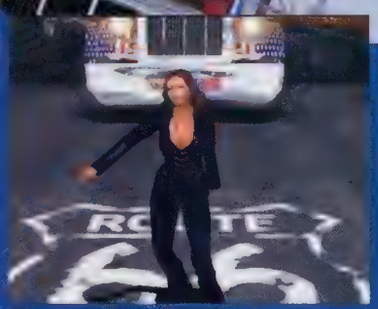
In the Queen Of Route 66 mode you can earn extra cash in order to upgrade your machine. These upgrades range from some flashy new wheels or exhaust pipes, to a completely new, super-powerful truck! Great stuff.

Dastardly Rival truckers resort to evil underhand tricks to slow you down. Like, er, dropping exploding teddy bears out the back of their trucks

DANCING QUEEN

Don't worry. There's no cross-dressing involved...

Unlike the arcade equivalent, *The King Of Route 66* on the PS2 has the welcome addition of a brand-new Career mode. Although it sounds like it could be the PlayStation equivalent of *Priscilla Queen Of The Desert*, The Queen Of Route 66 mode actually requires you to travel from Illinois to California, winning the heart of the beauty queen from each state by performing errands for her. Complete them well and you're rewarded with cash to soup up your truck and buy nice shiny things for it – oh, and a saucy disco dance from the queen herself...

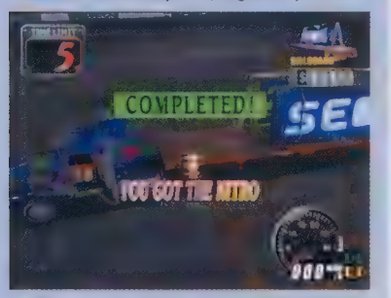


THE KING OF ROUTE 66

SEGA brings some truckin' good arcade fun to the PS2

Back up onto the trailer neatly and you can earn yourself a useful nitro!

Well, that's one way to keep tailgaters off your back!



INFORMATION

PUBLISHER: SEGA
DEVELOPER: SEGA-AM2
GENRE: RACING
RELEASE: SEPTEMBER 2003
PLAYERS: 1-2

Even if you're one of those people that only visits the videogame arcades on the rarest of occasions, chances are that you've seen the *18 Wheeler* arcade machine. The massive cabinet with the gigantic steering wheel and ear-shattering horn attached to it make it pretty difficult for anyone to be able to ignore. Well *The King Of Route 66* is the sequel to this arcade machine and it's coming exclusively to the PlayStation2!

"THE KING OF ROUTE 66 FEATURES A VARIETY OF MISSION-BASED GAMEPLAY STYLES, MORE THAN 40 COLOURFUL CHARACTERS AND MASSIVE, LIVING LEVELS COMPLETE WITH MULTIPLE WAYS TO COMPLETE EACH OBJECTIVE"

SEGA press release

This means it's time once again to stock up on the Yorkies, don your oily baseball cap and sit in the outside lane of traffic while you desperately try to overtake your mate travelling half a mile an hour slower than you. That's right – we're going trucking!

Before you start up your big rig though it's worth knowing what awaits you on Route 66. If you haven't had the pleasure of studying America's history (not that it would take too long), Route 66 has been nicknamed its 'Mother Road' – the backbone of the United States. Crossing eight different states from Chicago to Los Angeles, Route 66 was constructed at the beginning of the 20th Century in order to provide some of the remotest rural communities with a link to each other and, more importantly, a national through-road to connect the entire country.

As you might imagine from *The King Of Route 66*, your job is to travel across this legendary stretch of tarmac delivering goods to various places in each of the states. One minute you're taking a massive jet engine to an airbase, the next a life-sized model of a Tyrannosaurus Rex to the local archaeology museum. However, this ain't a casual A to B delivery mission – you have a very strict time limit, masses of traffic to negotiate and the unwanted attention of rival trucker firm Tornado and all its despicable employees, who threaten to steal your business. But beat them to the destination point and your load, not to mention your reputation, is safe. Defeat them all and the evil corporation collapses and the independent truckers can keep their integrity.

Although it would be fairly easy to compare *The King Of Route 66* to a game like *Big Mutha Truckers*, this is pure SEGA arcade fun. It's easy to pick up, simple to play but devilishly difficult to complete. If we had been playing this at the arcades and pumped in pound coins every time we saw Game Over flash onto the screen, we may have spent close to the price of Belgium's GNP trying to finish the game. It's that addictive. Mercifully, you only have to buy *The King Of Route 66* on the PS2 once, and it comes with loads of mini-games you won't find on the arcade machine too!

DEVELOPER HISTORY

Virtua Fighter 5 **2002**

Ferrari 355 Challenge **2002**

Virtua Cop: Elite Edition **2002**

SSX3

When you're this good the fall to the bottom can only get higher. Cool...

INFORMATION

PUBLISHER: EA
DEVELOPER: EA BIG
GENRE: SPORTS
RELEASE: NOVEMBER
PLAYERS: 1-2

It's been quite a while since we've seen an *SSX* game on the PlayStation2 – the first title was one of the stronger features of the launch line, *Tricky* was a welcome sight a year later, and we all thought that this franchise was going to turn into a regular yearly thing for EA – much like the company sports titles. Oh yes, it's been a long time coming, but the past two years are going to feel more than worthwhile when you get to see *SSX3*.

This new snowboarding 'adventure' (you'll soon understand why this is the best description to use) has taken a fairly radical and very innovative approach to the extreme sports genre. Developer EA has chosen to go for the full-on immersion angle – a little odd considering the strong arcade style of the game, but it works well. You see, after you've picked your character in *SSX3*, there are no menus to navigate – you're just dropped onto the top of a mountain. In at the deep end, if you will.

From here on in it's up to you to explore, and then you are able to enter into the usual kind of events, which vary depending on where you choose to go. Of course, the game still features a heavily integrated unlocking system, but for the most part of it you're given complete free roam of one huge mountain. If this sounds a little unstructured to you, don't worry, because it all makes sense when you're actually on the powder. It's trying to overcome the 150-plus challenges on that mountain that's the real headache.

The entire game is set on the immense mountain, which is split into three peaks with endless routes that run down their sides. Now we know what you're probably thinking, but there's no need, because this isn't at all as dull as it may sound. Yes, it all takes place on one giant hill, but that hill has a huge variety of faces, each with dramatically different styles and weather conditions. Variety is definitely not a problem with this game.

When you've unlocked the entire mountain you can ride from top to bottom with absolutely no loading times (this is another big feature of the game) in sight. Apparently this epic run takes over 30 minutes, and if you've mastered the necessary balance skills you can pull one long trick from start to finish! No doubt this is going to be a tough one to get to grips with, but the obligatory expanded roster of tricks should take most of the strain away from it. The question is, though, do you have what it takes?

SSX3 is looking to be a challenging snowboarding game with a bit of a difference, and one which we're looking forward to checking out when the review code comes in. Keep your eye on P2 for a full review nearer the time of release...

"WITH AN ALL-NEW OPEN-ENDED GAMEPLAY STRUCTURE GAMERS ARE FREE TO RIDE ANYWHERE GRAVITY TAKES THEM"

EA press release

ABOVE: Surely she's going to get cold wearing that. Not that we mind, you understand, we're just concerned for her well-being.

DEVELOPER HISTORY

NBA Street Vol 2 **2003**

SSX Tricky **2001**

SSX **2000**

HEIGHT RESTRICTIONS APPLY

All of the favourite characters from the previous games in the series are included here. You've got Mac, Elise, Zoe, Moby, Psyonix and Kaori. The new arrivals in the pack are Viggo, Nate, Allegra and a 12-year-old kid called Griff.

JACK AND JILL

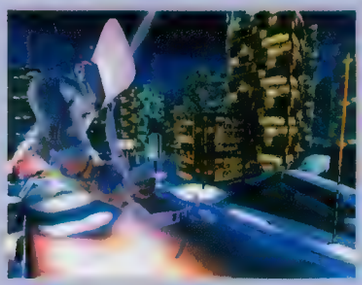
The draw distance in this game is extremely impressive, and the fact that the game can survive without any loading screens for the length of an entire mountain is surely a miracle of videogame development.

MOUNTAIN DUE

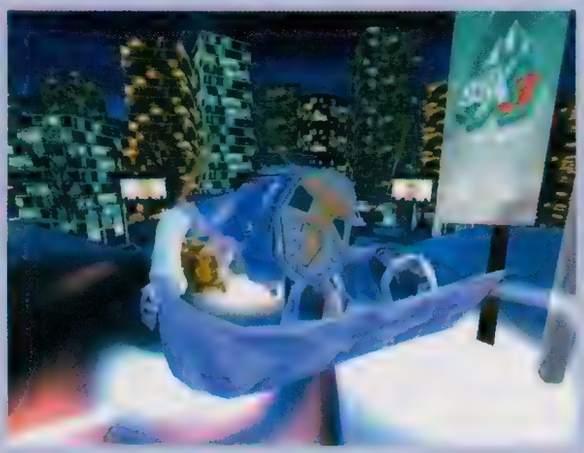
The environments in *SSX3* are a lot more natural this time around, but don't let this put you off. There are still plenty of ramps to launch from and rails to scrape the design off your board.

GET CONNECTED

The gnarly *SSX3* is lucky enough to have bagged itself its own personal website. To find it head to **www.easportsbig.com** and click the 'hit the slopes' link. A pop-up will then give you all the information you could possibly want on the game, along with a handful of screens and a movie. Should you so desire you can also find out about the previous *SSX* games on the EA Sports Big home page.



ABOVE: The half pipe is always a difficult one to get right, but if you keep the momentum going you should be able to hit some consistent highs.



RIGHT: Talk about having one foot in the grave -- if you don't let go of the trick button soon, this could get messy.

Parachutes are sadly not included; thank God this isn't a simulation game.

TRICKIER

Remember, don't try this at home! Assuming you live near a snow-covered mountain with vertical drops that is...

CONFLICT: DESERT STORM II

Bringing it back to virtual Iraq, SCi unleashes its game of mass destruction...

INFORMATION

PUBLISHER: SCI
DEVELOPER: PIVOTAL GAMES
GENRE: STRATEGY ADVENTURE
RELEASE: SEPTEMBER 2003
PLAYERS: 1-2

A lot of game titles are roughly timed with real life events in order to increase the chances of high sales figures. If you've seen things on the big (or little) screen and want to take part yourself, videogames are the perfect medium to live out your dreams. *Perfect Ace* let us recreate our Wimbledon fantasies. *World Championship Snooker 2003* allowed us to relive the Embassy World Championship. Games like *The Hulk* and *Enter The Matrix* mean we can walk straight from the cinema to our PlayStation2s and become part of the film we've just watched.

By some type of twisted chance *Conflict: Desert Storm II* is due to arrive while the latest war in Iraq is still fresh in the mind – possibly a little too fresh for some. Not the Americans, mind, who lapped up the first title and used the opportunity to demonstrate their patriotism from their sofas by blowing up Iraqis in record time. Apparently, the marketing chaps in the US wanted to call this sequel *Conflict: Desert Storm II – Back To Baghdad*. Whether advertising standards can stomach the taste of that remains to be seen.

Still, back in the UK and plain old *Conflict: Desert Storm II* is nearly upon us. Putting us back into our camouflage gear and the beginning of the Nineties, *Desert Storm II* picks up directly where the first game left off. In fact, not a great deal has changed at all – SCi has wisely left the intuitive control system alone, along with the graphics, soldier names and pretty much everything else. In fact, it would be quite easy to assume that SCi has been a bit lazy and simply thrown in some new levels. Which is kinda true, but that's not really doing justice to the game.

Whereas the first title was a touch on the, er, deserty side (that's the trouble with these Gulf wars – just so much sand!) *Desert Storm II* moves the action into far more built-up areas and provides much faster-paced action. Battle-scarred Baghdad streets and Iraqi bases form just part of the more adrenalin-soaked missions. It may be a nod towards Hollywood rather than realism, but it's definitely beneficial to the gameplay. The sequel also finally allows you to take control of vehicles too. You won't be hopping into Iraqi tanks, but you do get the chance to drive APCs and Land Rovers to transport your squad across the battle-torn scenery – as well as avoiding the subsequent minefields and rocket launcher-equipped soldier hazards too!

SCi has taken the 'If it ain't broke...' approach, but when the original game was so accomplished and playable, the sequel should prove equally as popular with armchair soldiers. Just remember – it's only a game...

"THE TOP SQUAD COMBAT GAME OF 2002 IS BACK WITH MORE FIREPOWER, MOULD-BREAKING AI AND LAYER UPON LAYER OF POLISH AND TECHNOLOGICAL ADVANCES"
Conflict Desert Storm II official website

In all the excitement of war, he dropped his pot of strawberry jam

It'll take more than a metal post to stop this bullet, fella...

DEVELOPER HISTORY

The Great Escape **2003**

Conflict: Desert Storm **2002**

BEST OF THE BEST

Unlike the previous game, where mission casualties were replaced with rookies, *Desert Storm II* requires you to keep your whole squad alive for the duration of the campaign. Although it and your soldiers are extremely experienced by the end of the game, it adds an extra element of danger too...

THE STREETS

The first game could have been accused of being a little bland, thanks to all the desert-based combat (well, duh). However, for the sequel there is far more emphasis on claustrophobic street battles and inner-city conflict. Just remember that a brick wall is no protection from a tank blast...

GET CONNECTED

And the award for most sparsely detailed website goes to... *Conflict Desert Storm II*. True, the first game had a decent site filled with info, and a proper official site for *Desert Storm II* may still be in development. But currently, all that resides at www.sci.co.uk is a brief game description and that's about it. Sort it out SCi boys – you haven't got long till the game comes out!

TACTICS AND TEAMWORK

One of the most vital skills to learn for *Conflict Desert Storm II* is what each soldier's area of expertise is and how to use it wisely. Not everybody comes equipped with the same gadgets, so you need to know who's got what and where they are...

CAN I GET A JEEP, JEEP...?

Fighting wars on four wheels!

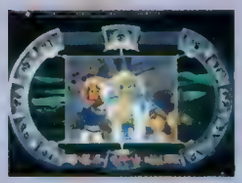
The use of vehicles in *Conflict Desert Storm II* adds a brand-new element to the variety of missions. It also brings added danger. Although vehicles like the Jeep come equipped with a heavy machinegun and a grenade launcher, they also become a bit of a target for enemy fire. Oh, and try not to drive around too carelessly – the Iraqis have a nasty habit of laying mines...

LEFT It's not wise to crowd your whole squad into one place (like this). A well-placed shell or grenade and you're all history.

RIGHT House to house clearances are a vital and extremely hazardous part of missions.

GET CONNECTED

Sony isn't renowned for quick loading sites, so allow at least five minutes to download any images found at **www.jakII.com**. There is a small selection of screenshots and a promotional trailer to watch, but that's it. Hopefully Sony will add more before autumn falls.



NICE ORBS, LOVE

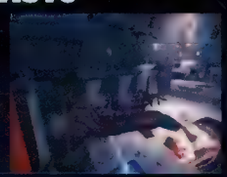
Of course, this wouldn't be a *J&D* game without some of the obligatory orb collecting. If you manage to accumulate enough of these glowing Easter eggs then you're able to unlock secret (and rather amusing!) objects, such as a beard for Jak. How very fetching.

PURPLE POWER

In order to unleash the Dr Jekyll in Jak he needs to gather Dark Eco. Jak's enemies release these purple globs once they are killed, or they can be found by more humane means in crates scattered about the arenas.

GRAND THEFT AUTO

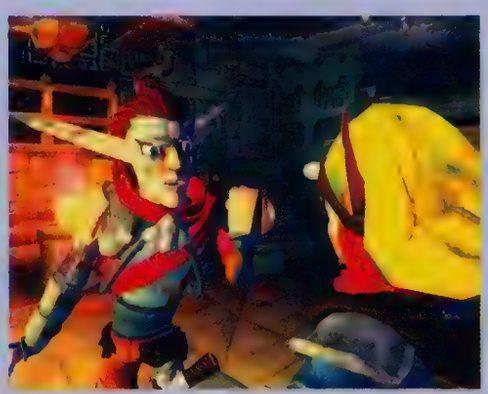
Let's face it – the stunted catboy can't possibly run from Baron Praxis' guards and have any hope of getting away. Handily then, Jak can now utilise any citizen's vehicle he finds, making a trip across the city like a walk (or a drive) in the park.



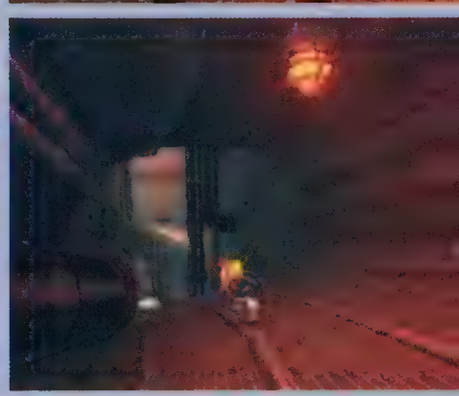
MISSION POSSIBLE?

God, you're never bloody satisfied with just the one game...

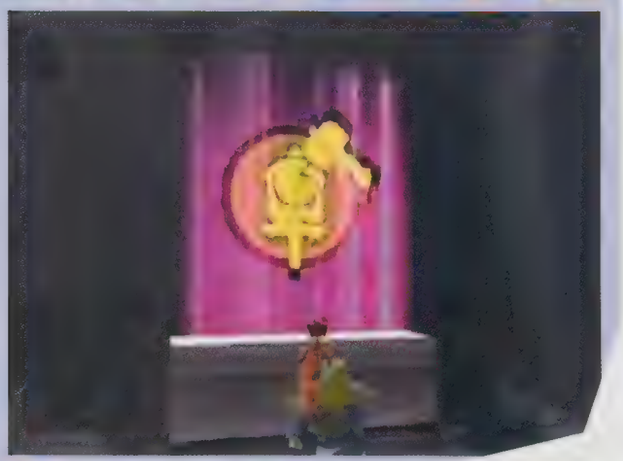
...so *Jak II* has included a number of sub-games to play alongside the main Story mode. These extra missions include collecting Metal Heads''... er.. heads, and a *Star Wars Racer*-inspired chase through the big city. Unlike the other missions, they don't have a direct impact on the outcome of the adventure, but you do end up unlocking some pretty cool stuff.



ABOVE: We don't know what you are either, but there's no point crying over it...



ABOVE: Jak's hover-board is a real multipurpose tool; he's even able to surf on it!



Jak is given instructions at these information screens found in the city.

JAK II: RENEGADE

Jak to the future...

INFORMATION

PUBLISHER: SONY
DEVELOPER: NAUGHTY DOG
GENRE: PLATFORM/ADVENTURE
RELEASE: OCTOBER 2003
PLAYERS: 1

We've spent two long, agonising years waiting for the sequel to *Jak And Daxter: The Precursor's Legacy*, and finally the wait is over as *Jak II: Renegade* hits our shelves this autumn.

The weasel-cum-cat-cum-human critters return in this dark tale of deception and mystery, which follow on from events in *The Precursor's Legacy*. Jak and Daxter are thrown 500 years into the future after investigating a strange porthole, and they find themselves in a war-torn metropolis controlled by the evil overlord Baron Praxis, who is guarded by the 'Metal Heads'. Jak is immediately captured by the Baron's guards and spends two years in his compound being experimented on with a hazardous substance known as Dark Eco. Jak's harebrained friend Daxter eventually finds him, and together they begin their mission to bring down the Baron's tyrannical reign.

Some familiar faces return in *Renegade*, including Samos and Keira, as well as a whole new cast of characters who each play an intrinsic role in the development of the story. What's more, the appearance of the characters has greatly improved, with a reputed 15,000 polygons per model compared to the 4,000 of the original game, so it's not surprising that even at this early stage the game is looking utterly sumptuous.

Jak II has evolved from its earlier form and is now an adventure/platform game, offering a larger variety of interactive environments to explore and more strategic puzzles to solve. The game boasts 15 environments – not including the fortress compound, which in itself is larger than the entire world of *Precursor's Legacy*. Considering the expanse of the environments it's good to know that Jak can use a hover-board to get across the city and pull-off some neat *Tony Hawk*-style stunts while he's at it.

As well as the interactive environments, Jak can mingle with the citizens and also attack them if they pose a threat or just get in the way. He can use Daxter as a whipping tool as before, or access his arsenal of weapons that can be upgraded throughout the game. If you find yourself outnumbered by enemies you can trigger Dark Jak, who has a range of unique moves including a multi-attack. This still doesn't make things easy though, as the enemy AI has been tweaked, making them much smarter and capable of working together to hunt Jak down.

If you were hoping for a fluffy game then *Jak II* won't be for you, as Sony guarantees a much darker and sophisticated title. However, we'll have to wait until the review code to see if the game keeps its promises.

"JAK II: RENEGADE' PUSHES THE PLAYSTATION2 TO NEW LEVELS, ADDING VISUAL IMPACT AND DETAIL TO BOTH THE ENVIRONMENTS AND THE CHARACTERS"
Sony press release

DEVELOPER HISTORY

Jak And Daxter **2001**

Crash Team Racing **1999**

Crash Bandicoot 3 **1998**

SUPER FARM

Something very odd is going down on the farm – a cartoon battle to win the heart of a turkey...

INFORMATION

PUBLISHER: IGNITION
DEVELOPER: ASOBO
GENRE: PARTY
RELEASE: SEPTEMBER 2003
PLAYERS: 1-4

Occasionally a game just turns up in the P2 office seemingly out of nowhere. *Super Farm* is one such game, and it's a very strange one indeed! Basically, it's a four-player fast and frantic party game starring a cast of rather odd farm animals who spend their time beating the hell out of each other. So far, so Nintendo. However, if you dig beneath the surface you can find an adult heart beating beneath the cartoon exterior...

It turns out that for several years the titular farm has only been populated by males, and they've all begun to go a little crazy due to the lack of female company. So you can imagine what happens when (I can't actually believe I have to type this...) a 'beautiful' turkey hen turns up at their cornfield. Yes, it sends them all even madder, and suddenly the friends are turning against each other as they become rivals to win the love of the 'plucky' Pamela.

As if this wasn't enough for the guys to contend with, Pamela is soon stolen away from the lovestruck bunch and sent away to the local meat factory. Now it's a race against time both to win her hand and to stop her getting turned into Sunday lunch. Working through the single-player mode, you take to the air, go out to sea and basically do anything that you can in order to save the day.

While the Story mode is good, it's the multiplayer insanity that's most likely to keep you coming back for more. Here you can take on all comers in various arenas filled with a huge amount of insane weaponry which can be collected during the bouts. These range from spades which can be used to belt your enemies around the head with, to cowpats that stop them in their tracks. Other characters are constantly trying to steal these goodies [Cowpats? 'Goodies'? You sure? – Ed] away from you, but luckily some fighters can carry up to three different items at once and so only the weapon that you're holding can be stolen. Some of the levels aren't just about violence against your fellow animals though – they revolve around acquiring gifts for your loved one; anything from fish to mushrooms must be rounded up and given to Pamela in order to win her heart.

From what we've played of *Super Farm* so far, it certainly seems to have a quirky charm to it – the only question is whether the adult humour will dull or wear off as you play through the game, but we should find out soon when the final code comes in. It's definitely something a bit different, if more than a little twisted...

"WITH THIS MUCH TESTOSTERONE, THERE CAN ONLY BE ONE OUTCOME... MAYHEM!"

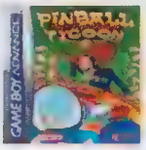
Ignition press release

Use the cow dung to give your enemies a nasty surprise

DEVELOPER HISTORY

Animal Snap (PSone) **2002**

Strike Force Hydra (PSone) **2002**



Pinball Tycoon (GBA) **2002**

Ahoy, me hearties, who's looking for some boat-based mayhem?

Grab the mushrooms and take them back to Pamela to win her affection.

ONE BIG FAMILY

Some very odd fellows...

A twisted bunch inhabits the farm which is more *Deliverance* than Old MacDonald! When we first meet them, they're so frustrated that they've taken to dressing each other up as ladies. No, really. In fact, when Pamela arrives on the farm, Oinker the pig is just being made up... yuck.

SIZE OF A COW

Not all of the animals on the farm are against you; in fact, the cows are your friends and aid you on your quest. Well, when we say 'aid', we mean you can get inside them (don't ask) and they then fire you out to another area. Charming.

GET YOUR HANDS OFF MY WOMAN

Later in the game, after all your hard work, you do actually get the chance to make Pamela yours. Although she's only yours as long as no one manages to catch up with you and whisk her away. Time for another fight!

MY HEAD HURTS

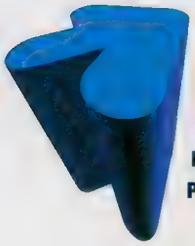
Often your enemies may think that they're well hidden, but this isn't always the case – if you've got the anvil you can fling it over walls, belting the unsuspecting foe around the chops and giving you the chance to go for the win.

GET CONNECTED

This being Asobo's first outing on the PlayStation2, there's plenty of information and screens on the official website. There are also a number of movies as well as stills from the many twisted cut-scenes that accompany your adventure. Whatever you want to know about *Super Farm*, you can find it here – just point that browser at **www.asobostudio.com** right now!

FIFA FOOTBALL 2004

You knew it was coming. But *FIFA*'s not the game it was – EA puts one in the back of the net...



INFORMATION

PUBLISHER: EA SPORTS
DEVELOPER: EA CANADA
GENRE: SPORTS
RELEASE: OCTOBER 2003
PLAYERS: 1-4

Every sequel needs a 'thing' – that's the rule of making a sequel, after all. To make something better than the last one, you need to come up with a gimmick or special element to make people want to buy it all over again; especially if it's a sequel that, at first glance, doesn't appear to be much different from what came before.

Of course, that's the inherent problem that EA has faced over the years with the *FIFA* series, although thanks to advances in technology, making the game at least look better hasn't been a problem. However, *FIFA 2004* heralds a new chapter in the franchise – why? Because it looks as though, rather than take the easy way out, EA Canada has tried to cram as many new elements in as possible... and it shows.

"WITH IMMERSIVE ATMOSPHERES, TOTAL REALISM WITH THE WORLD'S PREMIER CLUBS AND INDUSTRY-LEADING GAMEPLAY, FIFA 2004 RETURNS AS THE TRUE AUTHORITY IN SOCCER GAMING"

Electronic Arts press release

Despite the large number of improvements this time around though, a lot of the emphasis is being placed on a single element – off-the-ball play. Going on the fact that only one per cent of all football matches actually involve the ball (a true statistic, apparently), EA has attempted to add several new concepts, such as jockeying for position with the right analog stick during free kicks or set-pieces and advanced marking controls that allow you to add defenders at key points during the match.

There's also a new Remote Receiver mode that looks a lot like the passing sections of the *Madden* games; pressing the R1 button brings up three players with button icons over their heads, and you can assume control of any of them by holding down the relevant button and then pass the ball to yourself by releasing it. It might sound clumsy admittedly, but it works to a degree – although how often you use it in a heated match is another matter.

On top of all this, you've got your usual list of refinements, including graphical enhancement (thanks to a new form of animation that makes the players move more 'organically'), the addition of a Management mode that can be used in conjunction with the Football Fusion mode to link between *FIFA 2004* and *Total Club Manager* (see boxout), and the addition of more leagues and teams to bring the totals up to 16 and 350 respectively. Oh... and did we mention online play? Yes, it's even got that. Having now made it as the first football game to come complete with the ability to play your mates online, *FIFA 2004* is clearly making a bid for the top spot currently held by *Pro Evolution*.

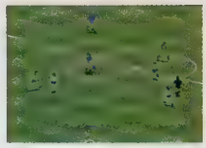
Of course, whether it'll make it is completely up to the fans; as far as we're concerned, EA has its work cut out if it wants to take the arcade-style *FIFA* series up to the level that *PES* has reached. Still, from what we've seen of *FIFA 2004* so far, it could be in with a fighting chance...

ABOVE. Just like with the Remote Receiver, set pieces allow you to pick out your player and move them into space before jostling for position with the right analog stick

DEVELOPER HISTORY

SSX **2000**

Need For Speed **1995**



FIFA Int Football **1993**

CROWDED HOUSE

EA has managed to get recordings of more than 300 different crowd chants from all around the world, meaning that each match sounds almost as authentic as the real thing, as well as looking the part.

GET CONNECTED

Although there's no official website as such, you can check out all the latest goings-on in the world of FIFA by heading to the soccer section of the EA Sports page (found over at www.easports.com/games/fifa2004/). Here, you'll get loads of info, screenshots and, of course, a complete understanding of why football isn't called football out in the US...

REMOTE CONTROL

Click the shoulder button to enter the Remote Receiver mode and you get a *Madden*-esque choice of players to pass the ball off to; just another part of EA's current emphasis on off-the-ball play.

AS REAL AS IT GETS

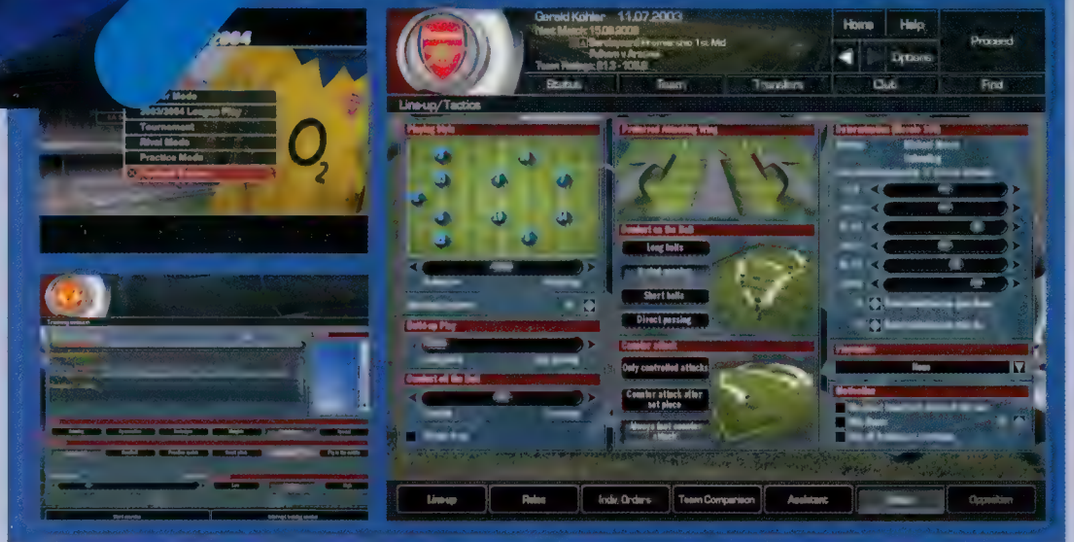
As an enhancement over *FIFA 2003*, all the players now have non-cyclical animation – this randomises how they move and thus allows them to look more lifelike. Of course, you'd have to be really close to actually notice.

RIGHT: There are now loads of different stadium styles on offer, from the more basic training and third division ones right up to the splendour of those in the Premier league and even Europe.

FUSION FRENZY

Connectivity – that's the name of the game

If you're a total football nut and like a bit of management as well as playing, then *FIFA 2004*'s new 'Football Fusion' mode will be right up your street. Essentially, it's a link-up mode between *FIFA 2004* and UK other big soccer title, *Total Club Manager 2004*. By playing either game, you can build up your team into a success story and then use the memory card file to transfer it into the other game – perfect if you wanted to take all your custom stuff from *FIFA* and put it into *TCM*, for example.



BELOW: Beckham's already been moved over to Real Madrid, so you can kiss goodbye any chance of seeing him in the famous red and white again. Boooo!

PITFALL HARRY

One of the greatest heroes in videogame history returns. Rejoice!

INFORMATION

PUBLISHER: ACTIVISION
DEVELOPER: EDGE OF REALITY
GENRE: ADVENTURE
RELEASE: OCTOBER
PLAYERS: 1

When we heard that *Pitfall* was being updated for next generation machines, we have to admit that we were more than a little worried. Could such a simplistic idea work today, or would Edge Of Reality completely destroy everything that made the original such a classic? After a few days of playing the preview code and swearing endlessly at the screen, we can confirm that our fears were unfounded – this is just as frustrating and addictive as before!

The story behind *Pitfall Harry* is a simple one. Merely traverse the increasingly tough environments and stay alive long enough to collect the ancient treasures. No convoluted backstory, no tedious ten minute cut-scenes, just straight into the action.

Fans of the original no doubt remember two things – swinging on vines and avoiding crocodiles. Both of these elements have survived into the new game, but there is now a huge cast of other villains to escape from. The jungle natives may be small in stature, but they are also very sneaky and tend to get in the way just as you're trying to jump huge cavernous pits, causing you to fall to your doom. Cue more swearing. This being the jungle of course, there are also all kinds of creepy crawlies to contend with, including snakes and scorpions. While not quite as daunting as the aforementioned crocs, they *are* a lot faster and can attack without warning.

Luckily, to aid Harry on his adventure he has a water bottle, which replenishes health each time he takes a swig. Helpfully, each level has a fountain that can be used to refill your bottle and also gives you full health back.

As well as quick reflexes, you also need a little brain power to solve devilish puzzles – the tomb levels, for example, feature levers that must be pulled, but each also sets off traps ranging from spikes to fire that engulfs the platforms in a certain pattern; suddenly you need puzzle solving *and* reflexes to avoid becoming a human barbecue!

Later on in the adventure, a whole host of extras come into play as Harry utilises a fiery torch to see off insects as well as light the way, a shield to deflect attacks, a pogo stick to bounce out of trouble and a slingshot to hit switches that might be too high for our hero to reach.

So, the graphics are a lot prettier than the original, but this is still definitely *Pitfall*, and as we said, that means a frustrating, addictive time is guaranteed for all – just try not to swear too much...

"CLASSIC VINE-SWINGING AND PIT-HOPPING ACTION COMBINED WITH HARRY'S QUIRKY SENSE OF HUMOUR WILL MAKE PITFALL HARRY ONE OF THE MOST SOUGHT AFTER TITLES OF THE YEAR"
Larry Goldberg, Activision

DEVELOPER HISTORY

The Sims **2002**

Tony Hawk's Pro Skater 2 (N64) **2001**

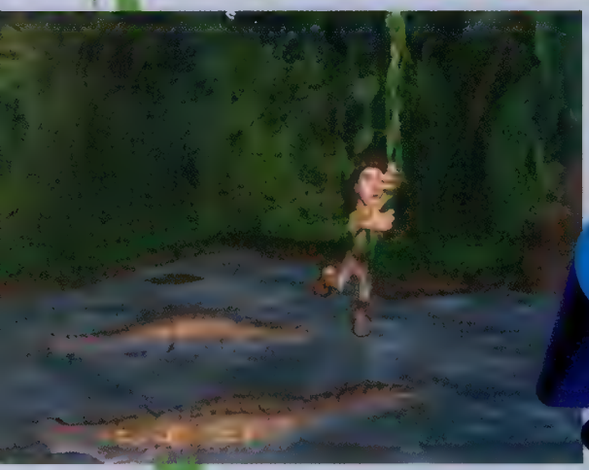
Spider-Man (N64) **2002**

RIGHT: Harry! Turn around! For the love of God, turn around!

BELOW Crocodiles? Yes, this is *Pitfall* all right

Is he gonna make it?

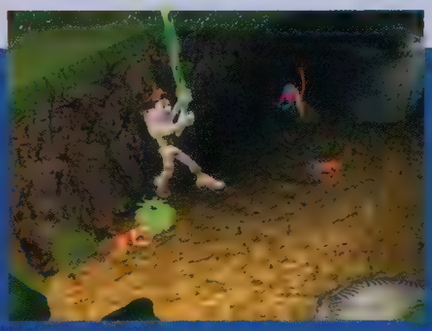
ABOVE: It's not just the jungle that Harry has to contend with.



FEAR THE MONKEYS

Just let 'em sleep...

Be very careful when you encounter monkeys on your travels. They become very savage and start throwing anything they can get their hands on at you. The trick here is to sneak past them instead – if you're slow and careful enough they won't wake up.



GET CONNECTED

Activision knows a thing or two about hype, and so each of its big releases has its own microsite, easily accessible from the main page. Here you can read all about Harry's exploits, see the game in action and drool over a huge batch of screenshots. Just click over to **www.activision.com** now and follow the link to *Pitfall Harry!*

TIMING IS EVERYTHING

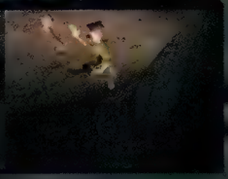
Anyone who remembers the original *Pitfall* will recall that grabbing the ropes at the right moment was a big part of the game, and so it is here. Often you become so panicked that you time it wrong and then... disaster!

THE MAN IN THE MASK

These guys are particularly tricky to deal with – their masks shield them from your attacks until they can launch their own vicious assaults. Look up 'annoying' in the dictionary and you're bound to see a picture of them...

JUMP OR PUSHED?

There are many holes in the environment, ready to literally eat you alive. It may seem easy to avoid them, but the various nasty creatures push you towards the hazard and before you know it, you're going down...



REVIEWS

>> CONTENTS PAGE

PlayStation.2 REVIEWS SYSTEM

The is the analysis column which tells you exactly what we thought of the game – no holds barred – and contains the individual opinions of four different reviewers.

A quote from one reviewer which sums up the what the majority thought of the game.

Whose opinion this is.

What they look like (apologies to those readers of a nervous disposition!)

What the reviewer thought of the game.

This box pops up on occasion when one of the team radically disagrees with everyone else. This doesn't mean that they're wrong – reviewing is a subjective activity after all – but it gives you a little more info to help you decide on whether to buy or not. If the only person that dislikes a game is someone whose opinion you ordinarily disagree with, for example, then you might decide to give the game a try all the same. Conversely, if the majority of the team dislike something, but a writer that you've found you tend to empathise with gives it a top score, then maybe it's worth a look!

Their feelings summed up in one word – overall was it 'Poor', 'Average' or 'Great'?

What score the reviewer gave the game.

The game summed up in a paragraph. If you can't be bothered to read the whole review (shame on you!) then this summarises the team's views on the title under discussion.

The overall score – an average of the individual team scores, rounded to the nearest digit (so 6.5 gets rounded up to 7 and 6.25 becomes 6). An average of four people's views, this is the fairest, most accurate measurement of the quality of a game that you're ever likely to find!

The good and bad points – again, if you don't want to read the whole thing, then check this box for the positive and negative aspects of the game.

FINAL SCORES

What they mean...

10 Stunningly original, games don't get much better!

9 A brilliant game lacking only a few minor elements

8 Great piece of work in need of the odd refinement

7 Fairly good – possibly one for fans of the genre

6 Fairly average game that might be worth a look

5 Average at best – try before you buy

4 Crap game with many problems

3 Painful to play, probably not even worth renting

2 Diabolical game with nothing going for it

1 A travesty. No one should suffer this. Avoid at all costs!

ICONS

Some of those other bits...

Gold Award

Games that score 10/10 get our hallowed Gold Award – not many get one of these!

Silver Award

For a great but not quite perfect game: a score of 9/10 gets the P2 Silver Award.

LATE ARRIVALS

Sometimes the first time we see titles is when they hit the shops – this doesn't *always* mean it's a crap game trying to avoid getting reviewed...

BUDGET PRICE

Lately several companies have started publishing brand-new games at a fraction of the price! We're here to tell you if they're any good

THE TEAM

ROY KIMBER
FAVE GAME: Fire Warrior
MOST WANTED: Hardware
SPECIALITY: Weird hair colours

ESSENTIAL INFO: Usually seen walking around the P2 area proclaiming himself 'The Console King', Roy can also be found hiding in the corner, either playing with his gun collection or enjoying the latest pixellated shoot-'em-up.

If he's in a good mood, he'll be dancing to pop tunes – but stay away from him near deadline.

KENDALL LACEY
FAVE GAME: Amplitude
MOST WANTED: Smackdown!
SPECIALITY: Pop picks

ESSENTIAL INFO: Sharp kid Kendall is the platform expert – whether it be the latest *Crash Bandicoot* epic, or those bizarre old shoes you used to wear in the Seventies.

Bred on a strict diet of Manic Street Preachers, The Libertines and Blur, Kendall can often be found 'bum' it up in Camden Town. Or asleep.

SHAUN CURNOW
FAVE GAME: Fire Warrior
MOST WANTED: A baby
SPECIALITY: Skidmarks

ESSENTIAL INFO: Shaun is never as happy as when he is behind the wheel of something (be it virtual or the real thing. He's constantly boring the rest of the team with his rants about horsepower and the amount of torque produced by the latest overpriced supercar. The youngest (and thus rowdiest) member of P2, don't mess with him till he's had his coffee...

ALI FRITH
FAVE GAME: FMX
MOST WANTED: The Sims 2
SPECIALITY: Spelling

ESSENTIAL INFO: Subbing like a T-1000, Ali often steps back in time to correct the mistakes of the slacker members of the team. The trouble with this is that often she'll be distracted by thoughts of Coldplay or vodka and forget to come back, resulting in frantic phone calls and the occasional nastily-mounted rescue operation. The calmest member of the P2 family.

THE GAMES

76 Warhammer 40,000: Fire Warrior
Get ready for one of the best First-person shooters you've ever played!

82 Freestyle Metal X
Yet more extreme sports. But this one's a little better than the rest...

84 Amplitude
We all loved the excellent *FreQuency* – now at last the sequel has arrived

88 The Great Escape
Classic action inside a prisoner of war camp... haven't we see this somewhere before?

90 Beach King Stunt Racer
Become king of the sand with this 'extreme' beach-buggy game...

92 The Italian Job: LA Heist
The film turned out pretty good – let's see if the game's up to much...

94 London Racer World Challenge
Hurtle round virtual London on the cheap... no gangsters required!

P2 is the ONLY UK PlayStation2 magazine to give you FOUR points of view for each game reviewed...

LIZ MORRIS
FAVE GAME: Amplitude
MOST WANTED: Finding Nemo
SPECIALITY: Cutting comments

ESSENTIAL INFO: The newest addition to the P2 team, Liz plays against type by being obsessed with violent and gory games, rather than ones involving cute and fluffy bunny rabbits. As the junior member of the team though, Liz tends to get lumbered with many of the games that no-one else wants to play.

Will she ever stop smiling?

LUKE ALBIGÉS
FAVE GAME: Amplitude
MOST WANTED: Yu-Gi-Oh!
SPECIALITY: Beardy stares

ESSENTIAL INFO: If you're looking for the latest bizarre Japanese adventure, just ask Luke. No sooner do we mention the release of a quirky RPG adventure starring Day-Glo pink animals, than Luke is on the phone to his local friendly importer.

Just don't diss Pikachu and you should be okay with this guy!

WILL JOHNSTON
FAVE GAME: Soul Calibur II
MOST WANTED: Eyebrow tweasers
SPECIALITY: Eyebrows

ESSENTIAL INFO: Young Will has been a mainstay on our sister title Play since before we can remember. His dry wit and cheerful outlook on life combine to create a little haven of happiness over in the Play corner, with little bluebirds circling above and cute bunnies hopping underfoot.

Not to be confused with Will Young.

MILES GUTTERY
FAVE GAME: Superfarm
MOST WANTED: Kissing at bowling
SPECIALITY: Noodles

ESSENTIAL INFO: Sashaying through the office like an extra from *Moulin Rouge*, Miles knows everything there is to know about *Star Wars* games through the years and can often be heard shouting "Lucas ruined my life!" while drowning his sorrows to the sounds of Guns 'N' Roses and Poison.

Likes to party like it's 1989.

RUSSELL MURRAY
FAVE GAME: BG&E
MOST WANTED: MOH: Rising Sun
SPECIALITY: Freelance

ESSENTIAL INFO: When Russ starts playing a game – any game – he has to complete it. Right to the end, finding every secret. Finding a game that Russ hasn't finished is like finding an obscure rock band Kendall hasn't listened to. Sometimes we trick Russ into starting a crap game just to watch him suffer all the way through it... The first person to turn to in a gaming crisis though!

SIMON GRIFFIN
FAVE GAME: The Italian Job... no!
MOST WANTED: Fear Effect: Inferno
SPECIALITY: Cynicism

ESSENTIAL INFO: Fans fan Simon loves a good movie, but for some reason always seems to attract trouble. Perhaps it's his habit of shouting at the screen when the bad guy comes on... perhaps he just goes to the wrong kind of cinema, who knows?

Another solutions chap, Simon's your man for walkthroughs, maps and beard trimming.

STU MESSHAM
FAVE GAME: FIFA 2004
MOST WANTED: A new job
SPECIALITY: Disappearing

ESSENTIAL INFO: If Stu found himself on some videogame version of *Mastermind*, his specialist subject would undoubtedly be "The History Of *ISS*". When Stu is not shouting at the pixellated ref, he can be found cheering on his beloved Pompey.

Or surfing the net looking for raccoons.

GARY ADAMS
FAVE GAME: SSX 3
MOST WANTED: A lady...!
SPECIALITY: Bikes

ESSENTIAL INFO: Young Gary is a shy and retiring type, unless you get him onto one of his two favourite subjects. The first – not very usefully – is motocross; however the second is games, which is handy for a videogame reviewer!

Gary is saving up to move out of his parents' house and experience this thing called 'beer'.

BYRON WILKINSON
FAVE GAME: FMX
MOST WANTED: Anything Nintendo
SPECIALITY: Looking 'hard'

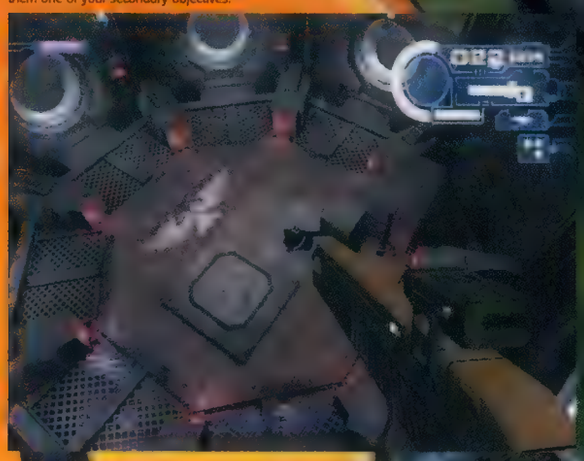
ESSENTIAL INFO: Despite being a bit of a Nintendo fan (yes, we think it's a little sad too) Byron nevertheless knows his games and so occasionally we let him play the odd PS2 title to show what games are like when your top developers aren't all obsessed with plump Italian plumbers.

He has a shaven head, and thus is clearly 'hard'.

MIKE O'SULLIVAN
FAVE GAME: Pro Evolution 3
MOST WANTED: Pro Evo 3
SPECIALITY: Pro Evo 3

ESSENTIAL INFO: Undisputed King of Solutions, Mike attributes his success to a quick wit, a steady hand and a specially converted PS2 pad which allows him to cheat on almost every game. If football were a girl, he'd marry her – although don't tell his girlfriend that.

Mike's the man you go to when there's a tips problem even Mr Murray can't solve.



BELOW: Several Tau warriors are locked up in the prison sections which makes rescuing them one of your secondary objectives.

"YOU'RE BASICALLY PLAYING SOMETHING ALONG THE LINES OF MEDAL OF HONOR: FRONTLINE MEETS ALIENS"

RIGHT: Enemy forces are closing in on my location? No shit Sherlock! Got any other news flashes for me, Mystic Meg?

Silver Award

WARHAMMER 40,000 FIRE WARRIOR

ABOVE: Watch out for human officers – they carry chainsaws as a secondary weapon which can be deadly in close-quarters combat

Publisher: THQ
Developer: Kuju [UK]
Genre: First-person shooter
Code Tested: PAL [UK]
Release: 26 September 2003
Price: £34.99
Players: 1-4 (up to 8 online)
Age Rating: 16
Peripherals: Memory Card, Dual Shock, Network Adaptor

This could bridge the gap between tabletop war game nerds and normal people... Clearasil products at the ready!

It's so easy these days to be disappointed by a game. Whether it's because the awesome power of the latest consoles leads us to expect more, or if it's down to the massive PR machines of major publishers promising the world and not always delivering, it seems that all to often we'll rave about a game in the early stages of development only to see it dashed on the altar of critical opinion when it finally reaches review stage. Not this time, though!

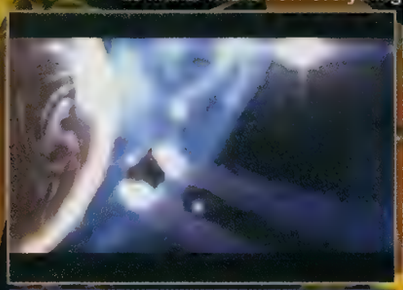
Yes, it's time for the nerdy masses to put aside their inordinately large dice, clean the streaks of Humbro model paint off their hands, pick up a PlayStation2 pad and get ready for the war gaming experience of their lives. And the best bit is that it's just as enjoyable for gamers with social lives too! For, in *Warhammer 40,000: Fire Warrior*, Kuju has managed to create a title that will appeal to both long-term fans of the Warhammer 40,000 universe and to those who wouldn't know a Storm Bolter from a storm drain. (The former is a powerful projectile weapon favoured by the feared Space Marines, the latter is where the water goes when it rains a lot, in case you were wondering.) For those of you already au fait with the world of *Warhammer 40k*, you can probably skip the next few paragraphs (it'll give you time to start writing your letters of complaint about the spotty nerd/social misfit comments) but for the rest of you, let's set the scene...

It's the 41st Millennium, and Robbie Williams is dead and gone (although they still play his record on New Year's Eve every thousand-odd years, so no change there). As history has rolled on, so the human race has conquered the galaxy, resulting in an empire (the 'Imperium') that old George W Bush can only dream of, which – following countless wars and myriad deaths – is now ruled over by an Emperor with near God-like status. Over the years, great technologies have been created, but the knowledge used to make these has been lost to the mists of time, with the result that the surviving pieces of machinery are treated as revered objects, serviced by a quasi-religious cast of technicians and prized above almost everything – particularly human life.

Enter the Tau, a youthful, highly-advanced alien race just setting out on their galactic explorations and totally unprepared for what the xenophobic forces of humanity are

EPIC SPACE BATTLES

Whether it's in the graphic novels, the multitude of models, or simply in the minds of the many, many *Warhammer 40,000* war gaming fans, the settings for the battles between the races of man and the aliens they encounter have always been epic ones, and this is faithfully recreated in *Fire Warrior*. Every few levels action-packed cut-scenes progress the story towards its finale. This is how everything starts...



1 The story begins over a scene of a beautiful planet, as a small craft cruises leisurely towards the upper atmosphere.

2 With retro rockets at full burn, the little craft settles onto the surface of the planet in a cloud of dust.

3 We then witness a scene of peace and tranquility as the local Tau greet the visiting dignitary.

4 But then the peace is shattered as a series of explosions rock the surrounding buildings.

5 Before they can react, enemy troops start to rip through the local inhabitants. These [illegible] are cut down.

6 And in seconds it's all over – the Tau guards lie dead on the ground and the dignitary has been taken.

7 A wounded Tau struggles towards a communicator, as the invading forces are ordered to clean up and clear out.

8 Cut to the Tau's perspective, as we get our first brief glimpse of the invaders – the feared human Space Marines.

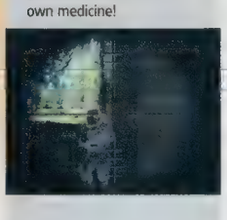
@ WEBLINK

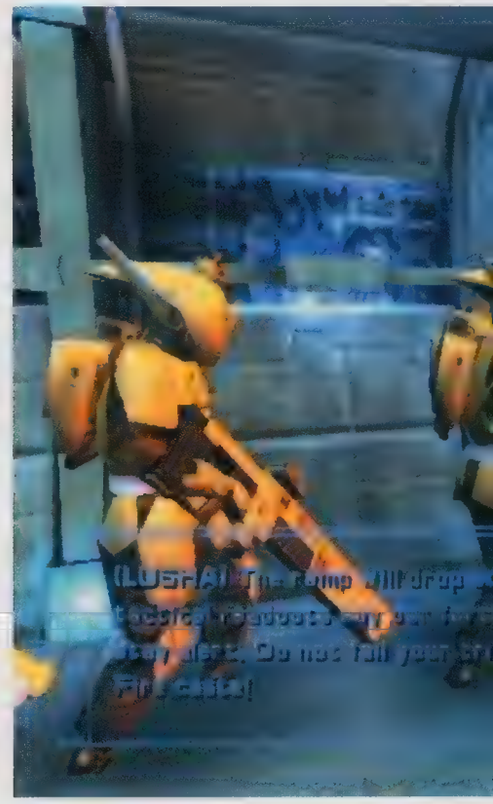
www.firewarrior.com

There's a Java-enabled website sitting out there on the Web just waiting for all the *Warhammer 40k* fans to zip along and check it out. You can view it in six different languages, including American, in case you're particularly partial to spelling things wrong and changing the names of things you don't really understand. Little bit of politics there.

SNEAKY SNIPING

Get to the enemy battleship level and you have to deal with a bunch of incredibly annoying snipers who are squirrelled away on the various towers. Luckily, you've just blasted an enemy soldier who happens to be carrying a high-powered rifle with a scope, and so it's time to give them a taste of their own medicine!





about to drop on them. You play the roll of Kais, a member of the Tau undergoing the trial of the 'Fire Warrior' (which is pretty much sink or swim – they chuck you into a battle and if you survive, then you're in, if you get topped then you're… er, out. And dead. So not *actually* that advanced an alien race, then…) Unfortunately for you, your first mission involves taking on the human forces who have captured an important member of the Tau race – and that's just the start of your problems!

Fire Warrior combines elements of many other games – it uses a variation on the *Halo* self-recharging shield system, for example – and yet it does so in such a way that it makes them its own (unlike, for instance, *Mace Griffin*, which leaves you feeling that you've seen it all before). So as you begin the game in the war-torn trenches filled with human and Tau forces you're basically playing something along the lines of *Medal Of Honor: Frontline* meets *Aliens*.

ABOVE: The prison levels are populated by hordes of enemy troopers – time to stock up on some extra ammo!

ALTERNATIVES

TIMESPLITTERS 2
Eidos
Son of Gold[illegible] and the FPS with the most addictive multiplayer [illegible] around. If you haven't got it, get it!

MEDAL OF HONOR: FRONTLINE
EA
Back to the Second World War and it's time to show those pesky Nazis who's the boss once again!

RED FACTION II
THQ
Slick, if slightly disappointing, sequel to one of the [illegible] early first-person shooters on the PS2.

"EVERYTHING THAT CAN BE DONE HAS BEEN DONE TO MAKE WARHAMMER 40,000: FIRE WARRIOR THE MOST IMMERSIVE GAMEPLAY EXPERIENCE THAT IT CAN BE"

Later on you board the human battleship, which resembles a huge gothic city populated with umpteen sneaky snipers, at which point the pace changes to a *Splinter Cell/Hitman*-style 'hide-and-shoot' scenario as you try to take out the snipers before they get you. And then, as things get more 'chaotic' and you end up descending into the hellish depths of a planet which has been corrupted by an ancient evil, gradually you realise that you're playing something akin to the original *Doom*… not something you want to be doing alone in a dark room!

This is all portrayed through a graphical style which is almost flawless, accompanied by audio that is just about perfect. From the initial explosions, radio chatter and gunfire of the trenches to the spooky groans and screams of the final levels, everything just adds to the experience of an epic quest in a future where – for a change – the aliens are the good guys and it's us humans who are hell-bent on betrayal and destruction.

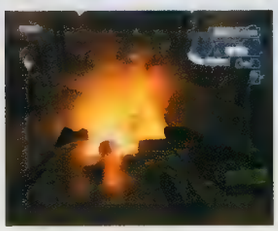
LOVE THAT LINEARITY

Clever programming that seemingly gives you freedom to roam...

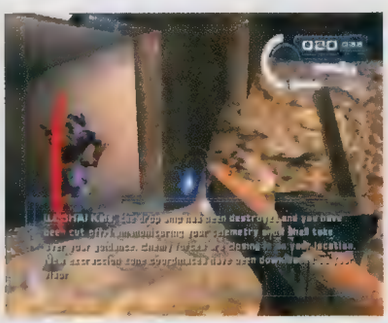
One of the criticisms of *Medal Of Honor: Frontline* was that it was a little too linear and thus you didn't feel you really had any freedom to explore. Frankly, in this sort of game, freedom to wander at will only results in you getting lost, but Kuju has managed to fix this problem by making the game seem fairly free-roaming while actually making it pretty linear. Fairly early on in the game, for example, you're in a trench and appear to have two different paths to go down; however, take the path on the left and – boom! – a shell lands in front of you, taking your shield down and cutting off your route. This might just seem like a small touch, but it all adds to the feeling of 'being there'.

Now, we've mentioned already that, whether or not you've got knowledge of the *Warhammer 40,000* universe, you're going to love this game – the level of presentation and attention-to-detail easily rivals any game currently available on the PlayStation2 and sets a new level for first-person shooters. However, if you *are* a *Warhammer 40k* fan then, to put it bluntly: you're going to cream your pants.

With access to all the *Warhammer 40k* character and vehicle models, it would've been extremely easy for Kuju to just go overboard, throwing hordes of Space Marines at you from day one and basically creating an action-packed game which simply doesn't offer anything different after the first few levels. Instead, the developer has been very careful with the way it uses Games Workshop's intellectual properties – they are held back so that the gamer is shown only so much with each new level. This means that to begin with you're fighting ordinary human warriors and it's



ABOVE: From the deck of the Terran battleship you can check out the Tau cruiser which is of a far cooler design than the human vessel.



ABOVE: Mission updates are given throughout each level, resulting in new objectives and often route changes too.

ABOVE: Support from other Tau troopers comes in handy, but you get less help the farther you progress through the game.

ABOVE: This guy's very tough, and a big wheel in the Space Marines. He becomes your ally in the latter stages, thankfully!

ABOVE: All the weapons have a very satisfying feel to them, and blast convincing holes in the surrounding scenery.

WARHAMMER 40K ONLINE

Wage war across the world...

Well, okay, maybe not the whole world, but take on most of Europe at least! In addition to the fantastic single-player Story mode and a four-player deathmatch (did we mention that? Must've forgotten in all the Story mode excitement), up to eight players can also go head-to-head online using the PS2 network adapter. As the game hadn't yet hit the shops at the time of writing, we took on various members of the Kuju *Warhammer 40k* team to get a feel for the online gameplay.

And the result? Well, we definitely don't advise playing the guys who created the game without a good bit of practice first, otherwise you WILL get your asses kicked. Aside from that – the Online mode is great fun, with a variety of deathmatch arenas (many of which you'll recognise if you've played through the one-player game mode) that each offer a slightly different multiplayer experience.

Our only complaint against the Online mode would be that you seem to die incredibly quickly – granted, you're back in almost immediately (no *SOCOM*-style sitting out until the end of the game here!) but you still can't help feeling that it'd just be slightly better if the characters were a tad more... well, 'durable'. That little niggle aside though, *Warhammer 40,000: Fire Warrior* makes for a terrific online slug-fest and is hopefully a sign of the many great things heading our way online in the future!

ABOVE: A Chaos Marine gets an 'electrifying experience'. This is one weapon you don't want to be on the wrong end of.

several levels into the game before you encounter your first Space Marine, an experience which is very much along the lines of: 'Whoa! What the f*ck is that? Cool, it's a Space Marine! Oh, I'm dead...'

From there onwards, there are no more Space Marines until you meet a seemingly insurmountable squad of five – however, overcome these and soon you're tackling entire legions of the lethal bastards with aplomb (or rather: with bloody great projectile weapons). And that's before you even meet the so-much-harder-than-the-normal Chaos Marines. Yes, tabletop fans – the forces of Chaos put in an appearance too – and we haven't even started talking about the Dreadnaughts and – wait, was that a Titan over there? You should probably go and change your pants now...

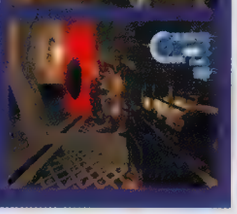
Basically, with each new level of *Fire Warrior*, new elements are introduced into the game, each adding to an experience that's very difficult to stop playing, due to the fact that as you finish one level you can't help but start the next one, so great is the temptation to find out what new challenges and characters it's going to present you with. This feeling is further intensified by the fluid way that missions are linked – upon accomplishing an objective the game doesn't simply cut to a menu screen, as you'd expect. Instead you're given new orders to make your way to a lift or an escape pod and the transition to the next level is a logical progression, all of which adds to the feeling that you're really a part of *something*, rather than just someone playing a game. In fact, everything that can be done has been done, to make *Warhammer 40,000: Fire Warrior* the most immersive gameplay experience that it can be. Top marks, Kuju!

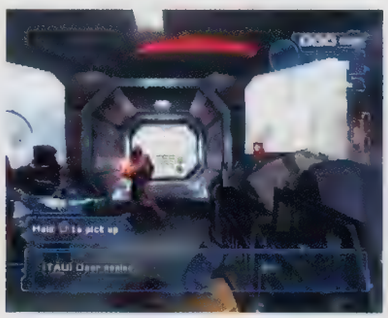
>> **Roy Kimber**

DOUBLE-HARD BASTARDS

You think the SAS are hard? Well, they're Teletubbies next to the Imperial Space Marines...

As anyone who's into *Warhammer 40k* knows, the really nasty members of the human armies are the Space Marines. These guys work in small squads using powerful, ancient battle armour which makes them formidable foes in any situation. The only thing tougher than a Space Marine is a Chaos Marine, a human trooper tainted by the darkness of Chaos, with a snazzier outfit a little more firepower, and usually a little arcane help too...





PS2 ANALYSIS

"Kuju has produced a first-rate, super-slick FPS that more than lives up to all initial expectations"

>> Liz Morris

When I play an FPS the only sound I want to hear is BLAM, BLAM, BLAM and that's exactly what I got. After the fairly disappointing *Mace Griffin* and *RTX Red Rock* this was a welcome change, with easy to grasp controls, plenty of ammo and loads of carnage. The action is fast and smooth and the detailed graphics and addition of an online mode put this title firmly in the same league as *TimeSplitters 2*.

GREAT / AVERAGE / POOR

RATING 8

>> Shaun Curnow

To be honest I didn't have great expectations for *Fire Warrior*, so it's a pleasant surprise to find that the game is actually damn good! The graphics are crisp and detailed, the levels massive and varied and I haven't seen this sort of pace and chaos since *Frontline*. With the rich Warhammer world to inspire you, *Fire Warrior* is thorough and well-rounded. *40K* fan or not, you will be impressed with what's on offer here.

GREAT / AVERAGE / POOR

RATING 9

>> Russ Murray

Although *Warhammer 40,000* is based around a geeky, role-playing, dice-rolling, nerdy game, the final result is actually surprisingly playable. The action is fast-paced, with loads of cool weapons, and the sound is so atmospheric that it sucks you deep into the action. A superb quality game that will keep you playing for ages whether you're on your own or on the 'net playing against the rest of the world!

GREAT / AVERAGE / POOR

RATING 9

>> Roy kimber

If you've already read the rest of the review then by now you'll have worked out that I like this game... a LOT. Kuju has produced a first-rate, super-slick FPS that more than lives up to all initial expectations, and regardless of whether or not you're a fan of any of Games Workshop's other Warhammer 40,000 products, if you miss out on *Fire Warrior* then you're missing out on one of the finest games of this year!

GREAT / AVERAGE / POOR

RATING 10

VERDICT

AT A GLANCE

- + Very atmospheric
- + Great weapons
- + Good attention to detail
- + Excellent Online mode
- + Hard to put down
- The snipers are bastards

By no means is this just one for the 'geeks'. *Warhammer 40,000: Fire Warrior* is maddenly addictive, incredibly atmospheric and a perfect example of a fantastic First Person Shoot-'em-up. Buy it!

9

TIRED OF SEEING THIS?

GAME OVER

PLEASE CHEAT TO CONT

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Silver Award

FREESTYLE METAL X

Another extreme sports title – but a very good one. With R-O-C-K...

It's with a sigh that we prepare for another underwhelming extreme sports title, expecting to be bored out of our minds. Then, as if by magic, *Kickstart My Heart* by the mighty Motley Crue crashes in and our perception shifts. Even better, it becomes clear that not only is there a game here, it's a bloody good one that, given a chance, could do for bikes what Hawk did for skateboarding. Honest.

The levels in *Freestyle Metal X* are huge and have the usual themes – the farm, the city, the waterside, etc. The difference is that instead of talking to random people dotted around, you look for the *Freestyle Metal X* ladies who you must impress with your skills. The learning curve is spot on; as soon as you play you can complete some of the tasks, whereas you have to be an expert to conquer others. Brilliantly, you don't need

ABOVE: So, I'm supposed to get from the roof, through the 'copter and land on the ground? Are you freakin' crazy?

ABOVE: All of the levels are connected by tunnels, so you can travel around seamlessly

Publisher: Midway
Developer: In-house (US)
Genre: Sports
Code Tested: PAL
Release: Out Now
Price: £3999
Players: 1-2
Age Rating: 3+
Peripherals: Memory Card, Dual Shock

"IF IT ONLY CONSISTED OF THE DAREDEVIL EVENTS WE'D BE MORE THAN HAPPY TO LAY DOWN OUR CASH!"

WEBLINK

www.midway.com

From the Midway homepage you can jump straight to the dedicated site for *Freestyle Metal X*. Here there are screens, info, news on the rockin' soundtrack and a huge selection of videos of the game in action.

ABOVE: There's plenty to unlock, from new levels to posters of the riders. Or you could just go for the money

ABOVE: Perfect the 360 for more points and a useful burst of speed

to do all of the challenges to get to the next level; just gain the necessary points. Each level is linked to the past arenas too, so if you wish you can take a relaxing drive back to areas you've visited. Pointless maybe, but it gives the game a sense of continuity often missing from similar titles.

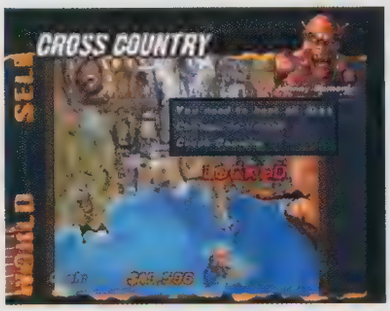
Even better than the main mode are the Daredevil events that can be unlocked by picking up tickets along the way. The tickets are in hard-to-get places so you really need to pull off impressive tricks, but the payoff is more than worth it – events such as Bus Jumping give you the chance to live out your Eddie Kidd fantasies without the risk of broken bones.

ABOVE: I'm not going to land this, am I? Call the hospital, would you?

FEELGOOD MUSIC

We're used to good sounds in extreme sports games, but this has one of the craziest, loudest so far. Take the mighty Megadeth, add a dash of Twisted Sister and the classic *Kickstart My Heart* by Motley Crue and you have a game that sounds as great as it looks.

ABOVE: My kingdom, look at its majesty! Now, how do I land this thing?

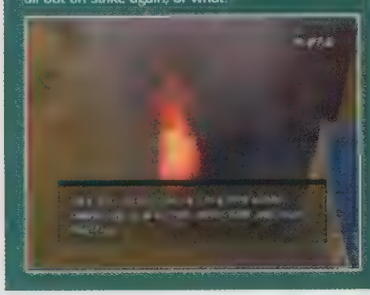


ABOVE: Beat everything and you get to meet Johnny Demonic..

HOT HOT HEAT

Helping the community

While you may spend a lot of your time trying to look like a crazed outsider, underneath it all is a rider who just wants to help those around him. For example, on the farm level, a building catches fire and you must jump into the water tower in order to put it out. Are the firemen all out on strike again, or what?



Once you've perfected jumping the buses or cars, you can earn extra cash by adding more vehicles and upping the danger. The Wall Of Death gets truly ridiculous as it stretches ten stories high into the sky, and the Tunnel Of Fire is as precarious and exciting as the name suggests. If the game only consisted of the Daredevil events we'd be more than happy to lay down our cash!

The problem *Freestyle Metal X* has is that it's attempting to muscle in on an already ridiculously crowded market, yet there is enough innovation and (whisper it…) fun here that we suggest you invest even if you've been burnt by the slew of extreme games of recent years – this one's more than worth it. Did we mention Motley Crue?

>> **Kendall Lacey**

ALTERNATIVES

WHY NOT TRY...

SX SUPERSTAR
Acclaim

MAT HOFFMAN'S PRO BMX 2
Activision

BMX XXX
Acclaim

PS2 ANALYSIS

"It's not that innovative, but it has masses of quality gameplay, a great soundtrack and a healthy Career mode."

>> Shaun Curnow

>> Mike O'Sullivan

>> Ray Kimber

>> Kendall Lacey

VERDICT

AT A GLANCE

- Graphics
- Sound
- Gameplay
- Options
- Lasting Appeal

Midway's come up tops this time, managing to create an extreme sports title which is up there with Activision's *Tony Hawk* series. If you fancy spending many happy hours catching some mad air, then look no further!

9

Publisher: SCEE
Developer: Harmonix
Genre: Party/Puzzle
Code Tested: PAL (UK)
Release: September 2003
Price: £39.99
Players: 1-4
Age Rating: 12+
Peripherals: Memory Card, Dual Shock, Online

AMPLITUDE

Back once again with some block rockin' beats

As the Internet continues to reach new heights in technology and more people take to the virtual world in search of new gaming experiences, it was only a matter of time before Sony released an online-compatible sequel to one of the PlayStation2's most innovative games, *FreQuency*.

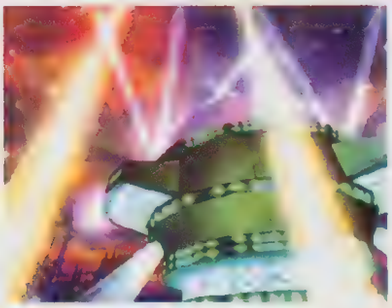
Clearly a great believer in the theory 'if it ain't broke, don't fix it', Sony has barely changed *FreQuency*'s successful formula – but let it be understood right now that *Amplitude* is not some shoddy spin-off; it is possibly one of the best games you're ever likely to play on your PS2. So there.

As before, there are six musical 'railway tracks' that represent a different instrument; synth, guitar, FX, bass, vocals, and drums. The idea is to play all the tracks simultaneously to make a complete song. In order to do this you take control of a 'beat blaster' – a futuristic instrument that flies over the tracks – on which are note capsules. You need to trigger these capsules by pressing square, triangle or circle (or use the shoulder buttons for trickier levels) in order to release the note's sonic energy.

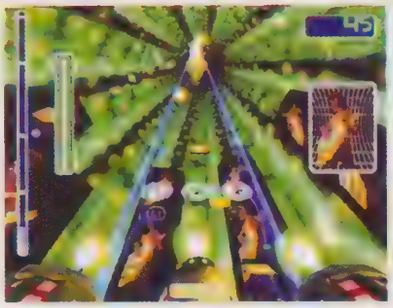
The capsules are linked together by a fluorescent green line to create a phrase, and by successfully completing a phrase the track continues playing automatically for several bars, allowing you to skip to another lane and attempt that phrase. If you're fast enough and make no errors

ABOVE: If you can't take the pressure then have a play in Freestyle mode. Ooh, pretty lights...

"AMPLITUDE IS NOT SOME SHODDY SPIN-OFF, IT IS POSSIBLY ONE OF THE BEST GAMES YOU'RE EVER LIKELY TO PLAY ON YOUR PS2"



ABOVE: It's *Saturday Night Live*. .



ABOVE: Earn more points by synchronising all the tracks

you can get all of the tracks to play simultaneously. Simple, eh?

Well, no, not really. You have an energy reader that gauges your sonic energy. If you don't hit enough notes the bar goes down and it's game over. On the flip side, the more phrases you complete the more your gauge fills up. Thankfully, you get an energy bonus at every checkpoint, so even if you're particularly crap then chances are you can make it some of the way through. As well as keeping your energy meter full the notes are worth points. The trick is to swap between tracks quickly to pick up the bonus points. The number of tracks you manage to skip between in succession determines how many bonus points you earn, and certainly gives you that added incentive to aim for trickier lanes if the points are on offer.

Even hardened gamers like us at P2 can get butter-fingered at times, so it's handy to know that you can pick up tokens, such as Autoblaster, Slow Mo, FreeStyle and Point Doubler, to help you over the difficult bits. These can be found in place of note capsules; the only catch being

ABOVE: After you successfully complete the tunes on each level you can unlock two new Boss songs

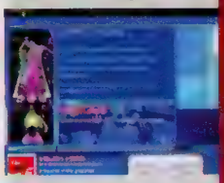
ABOVE: Use your Autoblaster to blow up a track whenever it gets too tricky.

BELOW: The landscapes would make Ridley Scott proud

WEBLINK

www.us.playstation.com/games/scus-97258

Normally we'd send you to the UK site, but as it was so crap we've plumped for the US one. There's the usual rundown of game features but the main attraction is the deck mixer, where you get the chance to remix four songs.



STREAM OF CONSCIOUSNESS

As well as sounding great, *Amplitude* looks the part with music videos continuously streaming on billboards in the background. With artists like Slipknot and Blink 182 on offer, you might find yourself watching the screens more than the tracks!

ALTERNATIVES

WHY NOT TRY...

FREQUENCY
SCEE
Amplitude's big brother shows the world that a simple game can be the best.

MUSIC 3000
JESTER
Get those creative juices flowing and become the Beethoven of the console realm.

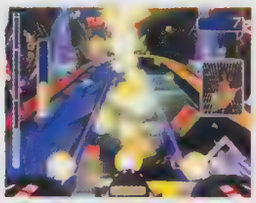
DANCE DANCE REVOLUTION DDR MAX
Konami
Work off some of that holiday fat with this toe-tapping entertainer.

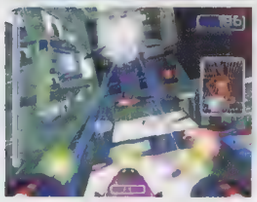
VIRTUAL VIVALDIS

Show the world what you're made of

Possibly the most impressive feature of *Amplitude* is its online facility. For competitive types you can go head-to-head against three others online in Duel or multiplayer mode. More impressive still is the Remix option, where you can challenge your opponents to test out your remixed tracks. The best tracks can be stored in the Remix repository for anyone to access or improve upon, giving you endless hours of online fun. Just remember you still need to go to work in the morning

ABOVE: Collect an energy bonus every time you cross a checkpoint

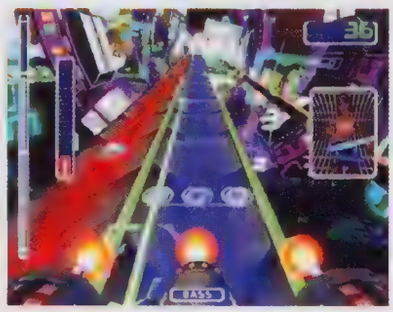




that you have to complete the phrase before you are able to pick them up.

Like *FreQuency*, *Amplitude* has an impressive musical roster of over 20 artists, including David Bowie, Papa Roach, Garbage and Pink. Add to this the remixes of popular songs like Run-DMC's King Of Rock, and there's a song to suit all musical tastes – we promise you'll have the volume cranked up to full blast throughout the whole game.

If you aren't impressed with that however (what's wrong with you...?) then *Amplitude* has the added bonus of Freestyle and Remix modes. In Freestyle you get to control what can only be described as a giant glob of glitter, and by wiggling the analog sticks like there's no tomorrow you can produce a range of scratches, sound effects and light shows in time with the selected tune. For the more sophisticated gamer, the Remix mode allows you to... well... remix the songs and play along to them. You can make the tunes as challenging as you like and there's an endless supply of combinations to opt for, so you won't tire easily.



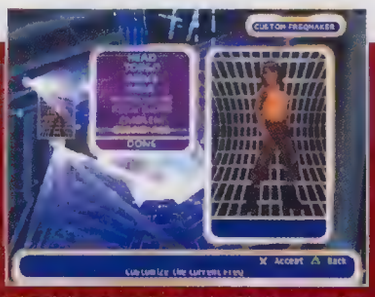
ABOVE: The key to success is learning to swap between tracks quickly.

Not that we see how you could, with so much on offer. We really can't spell this out any simpler: *Amplitude* is a masterpiece. It's invigorating, thrilling, truly addictive and will have you hooked in seconds. Just get your loved ones some earplugs and have some eye-drops handy, as you won't have time to blink. Buy it. Buy it NOW!

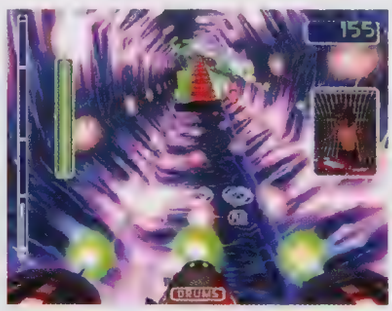
>> **Liz Morris**

PICK AND MIX

The tunes aren't the only thing that you can remix



With the option to go online you might find it difficult to remember who's who in all the excitement. Mercifully you can create a sim to represent you. Chose either a pre-designed character, such as a cybergirl, alien or cowboy, or mix parts up to create a totally unique individual. With the chance to unlock new heads, clothes, emblems and body parts there are countless combinations to chose from.



ABOVE: Earn point bonuses for every phrase successfully completed.

PlayStation.2

ANALYSIS

"Devilishly addictive, impossible to put down and probably the most fun you'll have on your PS2 this year"

>> Kendall Lacey

So you're telling me that *Amplitude* is a fast-moving, hip-grooving musical adventure featuring Weezer and Slipknot? Rejoice! I've got to say this was one of my most anticipated games of the year and it surpasses even my ridiculously high expectations. Devilishly addictive, impossible to put down and probably the most fun you'll have on your PS2 this year. *Amplitude* is pure sonic nirvana – now go buy it...

GREAT AVERAGE POOR

RATING 10

>> Shaun Curnow

Okay, so this isn't exactly a massive leap forward from *FreQuency*. But *Amplitude* still manages to improve on what was already a hypnotisingly good game. A wider range of music, better graphics, improved multiplayer games and online capabilities make *Amplitude* a title no music lover, beat master or games fan should be without. The ultimate gaming trip with no comedown!

GREAT AVERAGE POOR

RATING 10

>> Roy Kimber

It's seldom that a game comes into the office and everyone agrees on the score, never mind that score being a perfect 10! However we simply can't find fault with *Amplitude*. I was in love with *FreQuency*, so simply being able to play the same game online would've sealed the deal for me, but with better graphics, more music, a finely-honed control interface and loads of options, *Amplitude* is as close to perfection as you can get!

GREAT AVERAGE POOR

RATING 10

>> Liz Morris

Regular readers of this mag will know I'm very hard to please, but *Amplitude* is worthy of all the praise it's been given. I've not played a game this addictive since *Tetris*, and the soundtrack is just music perfection. The only (very minor) flaw is it becomes incredibly difficult very suddenly, but the excellent gameplay, online capabilities and remix options outweigh any glitches the game may have. An absolute must-have!

GREAT AVERAGE POOR

RATING 10

VERDICT

AT A GLANCE

+ Excellent soundtrack
+ Upgrade and modify characters
+ Addictive gameplay
+ Smooth graphics and video streaming
+ Online capabilities

- Gets difficult very quickly

There's nothing bad to say about it – *Amplitude* offers engrossing gameplay, an awesome soundtrack and a gameplay experience like not other. Buy it, buy it, buy it, buy it, buy it, buy it, buy it, BUY IT!

10

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THE GREAT ESCAPE

Lock us up, interrogate us, but please don't make us play this anymore!

Christmas is one of our favourite times of year, when good cheer is spread around the world and everyone gets to sit inside and watch classic movies like *The Wizard Of Oz* and *The Great Escape*. Of course, it isn't Christmas yet, but – strangely enough – we're still being reunited with the latter film in the form of a new stealth action game from SCi.

ABOVE: There really is no better way to escape than to dig a long tunnel...

The movie is about a group of prisoners held in Nazi Germany, and their efforts to escape the confines of their prison camp. In the game you get to control all of the major characters from the movie – however, it's done in such a way that it's very difficult to grasp the storyline, as the action jumps from place to place, each time with a new person to control.

At first, the game looks good. The graphical presentation runs fairly smoothly, with nice simple instructions, and there's a decent gun battle in which you blast enemy planes with the turret at the back of your burning plane. However, once inside the prison camps it becomes a different game altogether. Basically you must keep escaping from different scenarios and – using special sneaky moves – try to dodge the guards while performing errands for other inmates.

ABOVE: Er... thanks very much for the offer, but I'm really not that way inclined!

Publisher: SCi
Developer: Pivotal Games
Genre: Stealth action
Code Tested: PAL (UK)
Release: Out Now
Price: £3999
Players: 1
Age Rating: 12+
Peripherals: Memory Card, Dual Shock

"CREATES FRUSTRATION TO SUCH A POINT YOU COULD QUITE HAPPILY SNAP THE DISC INTO HUNDREDS OF PIECES AND DEVELOP A MAJOR CASE OF TOURETTE SYNDROME AT THE SAME TIME"

WEBLINK

www.thegreatescape game.com

With such a huge licence it's no wonder that there is already a website for this game, and online you can find some basic info about it, more screenshots and a promo video. Also, in the reviews section you can spot a couple of quotes taken from previews written before teams finally managed to get hold of the final version.

GREAT FILM

If you haven't seen the film, then this is for you!

Made in 1963 and based on a true story, the film follows a group of Allied prisoners of war who are all placed in an escape proof' camp. This doesn't stop their leader (Richard Attenborough) deciding to try and escape with several hundred prisoners all at once. The first half of the film is more light-hearted, as the prisoners outwit their jailers to dig the escape tunnel. Once they escape it's action-packed as they go their separate ways using boats, trains and planes to get out of occupied Europe – not forgetting, of course, Steve McQueen's legendary motorbike chase.

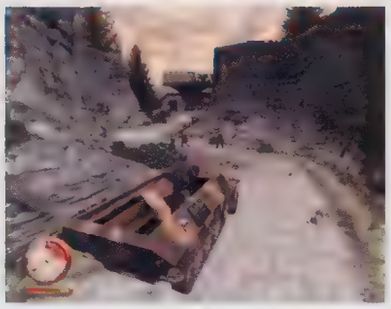
These guards, however, seem to have superhuman eyesight and, once you've been spotted, they hunt you down until you're caught or shot. Funny how, without fail, they always seem to know where you're hiding... Throughout all this your thoughts are on only one thing: if only I could have a weapon. Unfortunately, once you finally do collect a gun, you soon realise that it's of no help at all, as your 'trained soldier' has obviously been on the bottle and couldn't shoot fish in a barrel. This would normally be a big enough problem in itself, but there's also the obstacle of limited ammunition, and you have no way of aiming the gun yourself, leaving it all to chance as to whether you actually hit anything.

We really tried to like this game and played it to the bitter end. However, all the problem elements, when combined, create frustration to a such point where you could quite happily snap the disc into hundreds of pieces and develop a major case of Tourette syndrome at the same time. There is absolutely nothing great about this escape. Buy a different game – such as *Prisoner Of War* – and wait for Christmas so that you can watch the movie instead!

>> **Russell Murray**

DRIVING YOU NUTS!

As you play you sometimes get the opportunity to drive one of the many different vehicles. On offer are a jeep, a heavy goods truck and, of course, the motorbike that everyone remembers from the film. Driving is a simple task, however the control has been split, so you accelerate with the left analog stick and turn with the right.



ABOVE: This armoured truck comes with its very own machine gun that actually aims at the enemy. However, it's just as easy to run them all over!

ABOVE: This is the best bit of the game and lasts for roughly 20 seconds. Lock and load!

BELOW: By talking to the other prisoners, you learn what needs to be done before you can make a run for it.

ALTERNATIVES

WHY NOT TRY...

POW
Codemasters
A fun escaping game with a few very tricky puzzles!

METAL GEAR SOLID 2
Konami
The ultimate in sneak gaming with loads of FMV.

SLY RACCOON
SCEE
Cel-shaded [illegible] platform [illegible]

PS2 ANALYSIS

"Bad camera, absurdly difficult enemy AI and a disjointed storyline – even Hollywood pal Steve McQueen can't save this from a future in the bargain bin"

Liz Morris

Maybe I'm too critical, or maybe I've just become jaded, but either way I seem to have lost my patience with crappy movie licences. I was really excited about THE when I saw the preview but it hasn't lived up to expectations due to bad controls, absurdly difficult enemy AI and a disjointed storyline. Even Hollywood pal Steve McQueen can't save this from a future in the bargain bin.

GREAT AVERAGE POOR

RATING: 5

Shaun Curnow

I wasn't a huge fan of the film Prisoner Of War, so I was unlikely to be fond of The Great Escape. Too much stealth and sneaking about and I just get fed up with the slow pace and the lack of blowing things up. Had the game felt polished and looked great, I may have been more inclined to get involved. But it's scrappy, with unresponsive controls and not much in the way of fun. I'll stick with Sheep Dip 4 thanks, Sir...

GREAT AVERAGE POOR

RATING: 4

Mike Richardson

It's on every Christmas and such time you get sucked into watching it despite the fact you've seen it countless times before and it's three hours long. There's no doubt about the brilliance of the film, but this game doesn't even come close. It. Perhaps it's not the fault of the developers? Perhaps escape games just don't work? Look at *Prisoner Of War*, for example. It needs more than a film licence to make the game work.

GREAT AVERAGE POOR

RATING: 3

Russell Murray

Although *The Great Escape* does have just too many flaws in the gameplay to make it fun, it's extremely disjointed, as Liz has discussed, and the weapon-handling is so appalling it could turn a fifty-year-old granny into the Hulk! Do not buy this game. It's just another broken licence that fails to match the quality of the film, or in fact do it any justice at all.

GREAT AVERAGE POOR

RATING: 3

VERDICT

AT A GLANCE

+ Great film
+ Slightly more enjoyable than control
+ Nice cinematic scenes and voiceovers
– Repetitive
– Poor control and character AI
– Frustrating
– Not worth your money

It's a great film but – as we've said countless times – that just isn't enough to make a great game. The graphics aren't too bad, but the control and character AI are too frustrating to be at all enjoyable. One to miss.

4

BUDGET PRICE

ABOVE: It's not all about vert... there are plenty of kickers and jumps around to mix up your moves

ABOVE: Surely he should be wearing a helmet if he's pulling off crazy stunts like that .

BEACH KING STUNT RACER

Take to the sand and show the ladies what you've got!

Every so often, a game comes along that takes us by surprise. A game that may not be the best in its field – may not even be that great full stop – yet still manages to impress purely on the grounds that it's a whole lot better than first impressions would have you believe.

Beach King is just such a game, and while we're fully aware that this is not an award-winning benchmark title, there can be no denying that what lies beneath the clichéd day-glo exterior is a strangely enjoyable game.

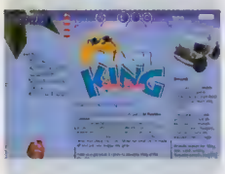
Taking its cue from the slew of extreme sports games that fill our shelves lately, *Beach King* places the player in the shoes of one of three (with more to unlock) eligible bachelors who've chosen to woo their chosen 'babes' by – wait for it – flinging themselves around in beach buggies. Each female must be impressed on her own turf, making for some nicely varied locales which grow in size as you continue to make a good impression. Needless to say, there are plenty of ramps, obstacles and power-ups littering each level, and the generous time limits give you ample opportunity to go sightseeing.

Publisher: Koch Media
Developer: Davilex (Netherlands)
Genre: Sports
Code Tested: PAL (UK)
Release: 31 August
Price: £1999
Players: 1-4
Age Rating: 3+
Peripherals: Memory Card, Dual Shock

WEBLINK

www.davilex.com/products/beachking/

Considering it's a budget title, the official site is really quite concise, offering detailed info on both the game itself and its Dutch developers. A decent site all round – if you like this, you can check out what's coming next.



"WHILE THIS IS FAR FROM GAME OF THE YEAR MATERIAL, IT'S EVEN FURTHER FROM BEING TERRIBLE"

PUMP DOWN THE VOLUME

Looking for licensed tunes? Look elsewhere...

In an era when even the worst extreme sports titles can be lifted at least partially out of the mire by some decent licensed tunes, we're frankly amazed that *Beach King* has such an awful, nondescript soundtrack. With the longer-than-usual time limits, the droning beats get more and more monotonous as the timer runs down, and if there's one element that has you reaching for the Reset button, our guess is that it'll probably be this one.

Scoring points, on the other hand, is not quite such a simple affair, and as such is one of the game's biggest letdowns. Larger than life titles such as this really need an overblown scoring and trick system to match, and it can be quite demeaning to be struggling to reach scores for a ten minute run that Tony Hawk could bust out in a single flowing motion. This is partly due to the limitations of the tricks (giving you just flatland tricks with a few spins and flips, plus the odd Special if you're lucky), but it's mostly thanks to a multiplier that peaks at three, thus failing to reward those tricky extended combos.

If you looked up 'average' in the dictionary, chances are you'd find a picture of this game. Okay, okay… that's not strictly true, but you get the idea. Visually and sonically, *Beach King* is the epitome of mediocrity but, as we've said, while this is far from game of the year material, it's even further from being terrible. The lack of characters, levels and moves all disappoint slightly, but if it's good throwaway fun you're after, you could do far worse than this.

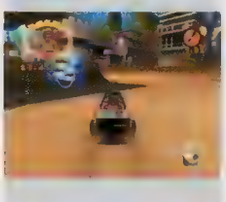
>> **Luke Albigés**

ABOVE: Flatland tricks like this can be used to link your big air moves.

ABOVE: Each level requires you to find the seven precious jewels as well as beat a rather large score to proceed.

POWER TO THE PEOPLE

The power-ups that litter the levels are essential in achieving the high scores required of you – certain ones will even help you reach otherwise inaccessible sections of levels. A large chunk of the game is learning where these reappear and where best to use them.



ABOVE: It may seem a little limited but some of the bigger spin tricks are pretty nauseating

ALTERNATIVES

WHY NOT TRY...

RUMBLE RACING
Electronic Arts
If seeing cars fly through the air spinning wildly does it for you, you won't go far wrong here.

TONY HAWK'S PRO SKATER 4
Activision
The best extreme sports game of recent years? Probably.

AGGRESSIVE INLINE
Acclaim
If Tony doesn't appeal to you, perhaps this bladed option will.

PlayStation 2

ANALYSIS

"If you're looking for stunning visuals or a deep and rewarding adventure, your money is best placed elsewhere, but this is at least worth a look"

>> Kendall Lacey

What in the name of hell is this? It's a ridiculously simplistic game trying to emulate the great *Tony Hawk* and failing dismally to get anywhere near that level of brilliance, that's what. The graphics wouldn't have stretched the PSone and the gameplay is tedious and slow. Add to this the unresponsive controls and complete lack of excitement and you've got a game that deserves to rot in the bargain bins. Yuck.

GREAT AVERAGE POOR

RATING 3

>> Mike O'Sullivan

If there's one thing guaranteed to really get my goat, it's a cheap cash-in that makes use of someone else's good idea and injects the bare minimum of originality, knowing it will sell quite well anyway. Unfortunately, this is just such a title. At my last count, there were about 3.2 million extreme sports games for the PS2. Nearly all of them are better than this one. Uninspired, middle of the road mediocrity that isn't worth your wedge.

GREAT AVERAGE POOR

RATING 5

>> Martin Mathers

Beach King can be summed up in a single word – surprising. What starts out looking just like every other budget title (rough round the edges and lacking in just about every area) soon turns out to be a very convincing take on the *Tony Hawk* games... albeit one in a buggy. Sure, so it's not exactly the longest game ever, but considering that it's so much fun to play, you can't really complain for the price.

GREAT AVERAGE POOR

RATING 7

>> Luke Albigés

The most important thing about *Beach King* is that it plays a lot better than its cheap-feeling front-end leads you to expect. Falling somewhere between *Tony Hawk's* and *Rumble Racing*, this enjoyable (if repetitive) romp is a novel idea and as a budget title is a commendable effort. If you want stunning visuals or a deep, rewarding adventure, your money is best placed elsewhere, but this is a blast of over-the-top fun that's worth a look.

GREAT AVERAGE POOR

RATING 6

VERDICT

AT A GLANCE

+ Huge play areas
+ A novel idea
+ Very pick up and play

– ...But very simplistic for it
– Terrible music
– Gets repetitive pretty quickly

Well, *Beach King* has really split the P2 team down the middle! For the low cost it does offer a small degree of enjoyable, easy to get into gameplay. However, it's repetitive, short and the music is irritating...

5

Publisher: Eidos
Developer: Climax [UK]
Genre: Driving
Code Tested: PAL
Release: Out Now
Price: £3999
Players: 1-2
Age Rating: 3+
Peripherals: Memory Card, Dual Shock

THE ITALIAN JOB LA HEIST

The remake no-one wanted has been made into the game even less people want...

What summer blockbuster these days is complete without a game based around it? None, it seems, as the most unnecessary remake since *Planet Of The Apes* gets a console conversion.

The Italian Job: LA Heist follows the plot of the film and sees you racing all over LA in various vehicles including, of course, the new Mini Cooper. The missions vary from basic driving across town for meetings, to escaping the law or tailing vehicles. All this must be done while scoring the most points possible, and performing stunts is the most sure-fire way to do this. A simple press of a shoulder button puts the car up on two wheels and instantly increases your score. These points are then converted to grades, which in turn unlock bonus vehicles – all pretty standard stuff really. This goes for the majority of the missions too, none of which are particularly original. They're also extremely easy and require no more than a couple of tries to complete. It takes slightly more time to get those top grades, but when

ABOVE: It's worth playing through the other levels... but only just.

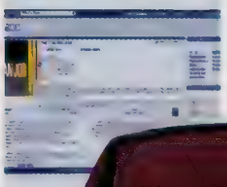
ABOVE: Luckily this restaurant doesn't seem to be too popular.

"IF A QUICK BLAST OF FUN IS MORE YOUR THING THEN THIS MAY SATISFY"

WEBLINK

www.eidosinteractive.co.uk

Head over to the Eidos website to get the rundown on the game. There isn't much to look at but you can download the game trailer and E3 trailer for your viewing pleasure.



ABOVE: Not every vehicle you drive is fashionable.

MOVIE MAGIC

Hold on lads, I've got an idea... let's remake a classic film with Marky Mark

When rumours of a remake of *The Italian Job* started to circulate the film industry many were quick to put it down – and quite rightly. Yet another [illegible] was to be added to the pile. Movies had already gone [illegible] with disastrous results, so the prospect of another [illegible] was a worrying one. Then when it was announced that Marky Mark Wahlberg was to star... well, we lost all hope.

However, it turns out that the film is actually pretty good and is very different from the original, being closer in style to something like *Ocean's 11* instead of spending your cash on the game go and see the film; it's much more fun.

IT'S A MINI ADVENTURE!

The best missions appear towards the end of the game and see you racing your mini along train tracks and around a dam. These are worth playing through the game for – not that it should take you too long

ABOVE: This is where the handling can be your downfall.

ABOVE: We accept no responsibility if you attempt this in your own mini

the only incentive is an extra car you may well be inclined not to bother.

The missions aren't the only section in the game – it also contains Circuit Racing, Time Trial and Free Roam modes plus a Stunt Driving section. The racing sections are as you'd imagine, but the Stunt mode sees you driving your mini through convoluted courses involving narrow sections, jumps and other things to test your driving skills. This mode takes a while to complete, as it's rather unforgiving when it comes to mistakes and the car handling isn't really suited to precise driving. It's fine in the main game, where you can fling the car round a corner without worrying what happens, but when driving across beams and going round 90-degree corners, control is an important factor. Once you've mastered the car and learnt the courses they become quite simple to complete.

One thing that can be said about *The Italian Job* is that it moves along at a blistering pace. Get your mini up to top speed and the buildings whiz by, the car reflecting its surroundings on its shiny bodywork. However, if you take a moment to look closely at the other traffic populating the streets you see it has an extremely low amount of detail, which starts to make your car look somewhat out of place. If you're expecting a game in the class of *The Getaway* or the *GTA* series then you'll be sorely disappointed. If a quick blast of fun is more your thing then this may satisfy, but we recommend you go for *Burnout 2* instead.

>> **Simon Griffin**

ABOVE: The two-player mode is fun for a while.

ALTERNATIVES

WHY NOT TRY...

THE GETAWAY
SCEE
[illegible]

CRAZY TAXI
Acclaim
[illegible]

BURNOUT 2
Acclaim
The most [illegible] you can [illegible] on four wheels.

Liz Morris

Far from being a fun experience, *The Italian Job* just left me frustrated and irritated. What could have been a simple and enjoyable game was continually let down by its poor design. The radar tracking system was ineffective, while the cars were difficult to handle and not fun to drive, which totally defeats the whole point of the game! This is more of a bodged job than an Italian job.

GREAT AVERAGE POOR

RATING 5

WARNING!

>> **Kendall Lacey**

While it is far from the deepest gaming experience and you won't be playing it for long before completion, *The Italian Job* is a simple arcade blast that provides a great deal of entertainment. The Story mode is not too tricky, but the Stunt mode will no doubt leave you swearing at your console in a way we haven't seen since *Stuntman*! A movie licence being used properly? Certainly looks that way.

GREAT AVERAGE POOR

RATING 8

>> **Mike Richardson**

Not only is this a movie licence, it's one that's been done before and redone by Hollywood. The *Italian Job* name has been around for too long now and we're not sure if it's a good idea to keep bringing it up. The game isn't that bad but it just feels way too average. The most fun to be had is on the bonus stunt games and, worryingly, I spent more time here than in the main Story mode. Car alarm bells are ringing.

GREAT AVERAGE POOR

RATING 6

>> **Simon Griffin**

An [illegible] Driver and is decidedly average. It's not that *The Italian Job* is that hard to play, but it's too easy and far too short. The incentive of unlocking a few cars isn't enough to keep you coming back once it's completed. The stunt tracks are a nice addition but the car handling makes them extremely frustrating to begin with. It just doesn't blow my bloody doors off. Mostly it's good, but nothing more.

GREAT AVERAGE POOR

RATING 5

VERDICT

AT A GLANCE

- [illegible]
- [illegible]
- [illegible]
- too short
- [illegible]

Seems like a case of 'pick an opinion' this time! Kendall loved it, but the others were less impressed (Roy also liked it, but was too busy playing *Fire Warrior* to write an opinion!) A good one to try before you buy...

6

Here we have a popular family saloon about to hit speeds of up to 200 miles per hour

BUDGET PRICE

LONDON RACER WORLD CHALLENGE

Your chance to speed round London at over 200 miles per hour...

Publisher: Koch
Developer: Davilex (Europe)
Genre: Racing
Code Tested: PAL
Release: Out Now
Price: £1999
Players: 1-2
Age Rating: 3+
Peripherals: Memory Card, Dual Shock

BELOW: Pick up the spanners to repair your car, even if it's on fire!

Now, when you think of popular racing games, *London Racer* isn't the first one that comes to mind – but then again maybe that's just us, as the press release that accompanies the PS2 debut of the series states that Davilex shifted 600,000 copies of the two PSone games, so *someone* must have been buying them.

Now *London Racer* is branching out, featuring tracks based in other European countries as well as our own. The idea behind the game is simple; just reach a certain position in each tournament to progress, and in doing so you also unlock new cars and locations that can be used in the time trial or two-player Dual mode.

The problem with *London Racer World Challenge* is how ridiculously dated it already looks. Since *Burnout* sped into view and surprised us all a few years back, games of this type have had a lot to live up to, but this one doesn't even seem to care – it's quite happy to look like an old PSone game, and a particularly bland one at that.

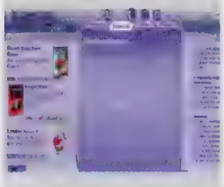
To add 'excitement', nitros are available which let your car reach insane speeds and shoot to the front of the pack. Except they

"WE WERE UNIMPRESSED TO DISCOVER SOHO HAS BEEN REDUCED TO A LINE OF HOUSES WITH THE OCCASIONAL BLUE SIGN STICKING OUT SAYING 'SOHO'"

WEBLINK

www.davilex.com

What do you mean, you've never heard of *London Racer*? It's just one of a huge number of *Racer* titles that Davilex has spewed out over the last few years. To check them all out, just head for the Davilex website now.



LIFE'S A BLUR

Once your nitro bar is full, you can boost and hit crazy speeds. Well, they're supposed to be crazy, but all that happens is that the screen blurs so much you can hardly see where you're going. Genius.

ABOVE: There's no time to stop and see the sights, we've got a race to catch.

don't. Unlike *Burnout*, where quick reflexes are rewarded with Pole Position, here the handling is so bad that you can't avoid smacking into the nearest wall, and often using nitros puts you further behind as you smash into some driver you couldn't see due to the speed blur effects.

This would be better if the cities themselves were accurate representations of the real thing – we've seen the streets of London mapped out perfectly in *The Getaway*, and while we don't expect a company like Davilex to be able to recreate it in such minute detail, we were unimpressed to discover Soho has been reduced to a line of houses with the occasional blue sign sticking out saying 'Soho'… lazy.

London Racer World Challenge also doesn't bother with epic sound effects, instead including in-car radio stations which change with every country. These soon become at best repetitive and at worst mind-numbingly boring, and you really wonder why they bothered.

On the plus side, younger gamers might enjoy the fact that they can pootle around at such a snail-like pace without having to keep the same intense concentration that *Burnout* demands. However, these same players have probably been raised on *Gran Turismo*, and so even they will feel short changed by *London Racer World Challenge*. Yes, it's playable and yes you might enjoy it for a few hours, but at the same price as far superior Platinum titles, *London Racer World Challenge* fails to warrant much attention.

>> **Kendall Lacey**

ALTERNATIVES

BURNOUT 2

GRAN TURISMO 3

HOT WHEELS: VELOCITY X

CAUGHT BY THE FUZZ

You'll never catch me, copper...

Once the police start chasing you, they don't act as the real-life boys in blue would. Instead, they merely get tangled up in your car until both vehicles' wheels are spinning and no one is going anywhere. It's very annoying.

ANALYSIS

"It offers too little for you in a time when you expect the best. It is possible to extract some fun from the game – but only if you pretend you're using a PSone..."

>> **Shaun Curnow**

GREAT AVERAGE POOR

RATING: 4

>> **Luke Albigés**

GREAT AVERAGE POOR

RATING: 4

>> **Mike Richardson**

GREAT AVERAGE POOR

RATING: 2

>> **Kendall Lacey**

GREAT AVERAGE POOR

RATING: 3

VERDICT

AT A GLANCE

- Low-res skies
- Low-res grass

- Unsmooth graphics
- No real story
- No interaction with other cars
- Not a Platinum game

With out of date, overly simple graphics and poor gameplay, not to mention the fact that there are many other far superior games out there, *London Racer* just isn't worth a look – even with its reasonable price tag.

4

P2 DIRECTORY

Welcome to the most comprehensive INDEPENDENT games guide available for the PS2 from the only UK PlayStation magazine that gives FOUR opinions on EVERY review!

4X4 EVO 2 — RACING
Lots of nice trucks but doesn't have the 'X' factor
ISSUE 31 — SCORE 5

4X4 EVOLUTION — RACING
Fun racer that falls short of being a truly exhilarating off-road experience
ISSUE 7 — SCORE 6

7 BLADES — BEAT-'EM-UP
'Old skool' gamers will lap this up as there is so much fun to be had
ISSUE 11 — SCORE 7

ACE COMBAT 4: DISTANT THUNDER — SHOOT-'EM-UP
More an arcade game than a flight sim, but with great graphics and top-notch gameplay
ISSUE 18 — SCORE 8

AGE OF EMPIRES — STRATEGY/ADVENTURE
Real-time tactical warfare that'll keep you hooked
ISSUE 16 — SCORE 8

AGGRESSIVE INLINE — SPORTS
Fun extreme sports title with the added bonus of a character that looks like Britney!
ISSUE 24 — SCORE 8

AIRBLADE — SPORTS
Unusual 'mission-based' skateboard game where . you hover Good, but limited fun
ISSUE 15 — SCORE 7

ALEX FERGUSON'S PLAYER MANAGER 2001 — SPORTS
Stat-crunching footie lovers will no doubt be counting their pennies
ISSUE 13 — SCORE 7

ALL-STAR BASEBALL 2004 — SPORTS
Baseball sim with loads of features. Nice... if you like that sort of thing
ISSUE 34 — SCORE 7

ALPINE RACER 3 — RACING
Fast but simplistic downhill racing game
ISSUE 29 — SCORE 7

ALONE IN THE DARK: THE NEW NIGHTMARE — STRATEGY/ADVENTURE
A poor man's *Resident Evil* that fails to impress. Nice looking but dull
ISSUE 15 — SCORE 6

ANUBIS: ZONE OF THE ENDERS — SHOOT-'EM-UP
Amazing-looking shooter, with slightly shallow gameplay
ISSUE 33 — SCORE 8

APE ESCAPE — PLATFORMER
Colourful graphics, addictive gameplay and monkeys thousands and thousands of 'em
ISSUE 12 — SCORE 7

More mad monkey platform mayhem set in colourful locations around the world
ISSUE 30 — SCORE 9

AQUA AQUA: WETRIX 2 — PARTY/PUZZLER
An addictive water-based puzzler that won't empty your pockets
ISSUE 3 — SCORE 8

ARCTIC THUNDER — RACING
Horrible to look at and worse to play. Midway should know better
ISSUE 14 — SCORE 3

ARMORED CORE 2 — SHOOT-'EM-UP
Above average tactical shoot-'em-up fans of the genre will love
ISSUE 22 — SCORE 7

ARMORED CORE 3 — SHOOT-'EM-UP
Fairly dull mech-based combat that offers nothing over the previous edition
ISSUE 34 — SCORE 5

ARMY MEN: BLADE'S REVENGE — SHOOT-'EM-UP
Despite shortcomings the game does present some fairly solid blasting action
ISSUE 10 — SCORE 6

ARMY MEN: RTS — STRATEGY/ADVENTURE
Shocking – a decent *Army Men* game! Real-time strategy with tiny troops
ISSUE 24 — SCORE 8

ARMY MEN: SARGE'S HEROES 2 — SHOOT-'EM-UP
Attention, you unsoldierly maggots! Do not buy this game!
ISSUE 8 — SCORE 4

ATV OFFROAD FURY — RACING
A formidable challenge that's as much fun as it is frenzied!
ISSUE 11 — SCORE 8

ATV 2 — RACING
Fast-paced racing on four-wheeled bikes
ISSUE 31 — SCORE 7

AUTO MODELLISTA — RACING
Cel-shaded arcade racer with simple gameplay but good looks
ISSUE 29 — SCORE 7

BALDUR'S GATE: DARK ALLIANCE — STRATEGY/ADVENTURE
It's official *D&D* and it's damn good! One of the most playable and slick PS2 games yet
ISSUE 16 — SCORE 8

BARBARIAN — BEAT-'EM-UP
Old-skool beat-'em-up with some nice ideas that gets a little confused in multiplayer
ISSUE 23 — SCORE 6

BASS STRIKE — SPORTS
One of the worst games ever, fish you can't catch, bland graphics and. well, it's crap!
ISSUE 17 — SCORE 4

ALBUM OF THE MONTH

HIP-HOP DON'T STOP

Are you a Grandmaster Flash & The Furious Five fan? Do you think Jazzy Jeff and The Fresh Prince are minor gods? Did you mourn the premature passing of Run DMC's Jam Master Jay? Then *Hip Hop Don't Stop: The Ultimate Selection* could be the album for you. Consisting of three (count 'em – three) CDs and a total of 43 Hip Hop tracks, including the full 15 minute version of *Rapper's Delight*, no wannabe MC should be without it...

MOVIE OF THE MONTH

THE ITALIAN JOB

"You're only supposed to blow the bloody doors off!" Except you're not. Not in this new 'reworking' of the original movie which manages to take the concept – of a robbery in Italy – and create a totally new movie. In fact the only elements that the new film retains are the main character names – Charlie Croker is still the hero – and the fact that there's an 'Italian Job'. This one takes place at the beginning of the film, where one of the gang members double-crosses the others and kills 'Mr Bridger', after which the action shifts to LA as the surviving gang members plan their revenge. The verdict? Surprisingly watchable, even if someone *does* need to teach Mark Wahlberg how to drive a Mini properly...

BATMAN: VENGEANCE — STRATEGY/ADVENTURE
More for the younger player, but Ubi Soft's adventure is still a must for all Batman fans
ISSUE 16 — SCORE 7

BATTLE ENGINE AQUILA — FIRST-PERSON SHOOTER
Transforming robot affair that doesn't live up to initial expectations
ISSUE 30 — SCORE 7

BEN HUR — RACING
Tedious racing title set in Ancient Rome
ISSUE 32 — SCORE 5

BIG MUTHA TRUCKERS — RACING
Original take on the racing genre, blending arcade action with strategy
ISSUE 30 — SCORE 8

BLACK & BRUISED — BEAT-'EM-UP
Attempt at a 'fun' boxing game that falls well short of the mark
ISSUE 35 — SCORE 6

BLADE II — BEAT-'EM-UP
Attempt to translate the gore-tastic action of the movie that ultimately falls short
ISSUE 27 — SCORE 5

BLOOD OMEN 2 — STRATEGY/ADVENTURE
A classic adventure game that is both compelling and successfully gothic
ISSUE 21 — SCORE 8

BLOODRAYNE — STRATEGY/ADVENTURE
Incredibly dire vampire adventure yarn
ISSUE 35 — SCORE 5

BLOODY ROAR 3 — BEAT-'EM-UP
Leave the cynicism at the door and step into the world of the weird
ISSUE 10 — SCORE 8

BMX XXX — SPORTS
Sub-standard *Dave Mirra* with puerile humour and the occasional pair of tits
ISSUE 29 — SCORE 6

BOUNCER, THE — BEAT-'EM-UP
Some stunning graphics cannot hide the shamefully shallow gameplay
ISSUE 5 — SCORE 7

BRITNEY'S DANCE BEAT — PARTY/PUZZLER
Slaves for Britney will love it, most others will tire of its repetitive nature
ISSUE 22 — SCORE 6

Fast, addictive and looks the business. A classic arcade racer
ISSUE 14 — SCORE 9

Ultra-fast street racing with some of the most outrageous crashes you'll ever witness!
ISSUE 27 — SCORE 9

BUTT UGLY MARTIANS: ZOOM OR DOOM — RACING
Tedious, pointless cartoon racer that you can win without even holding the pad!
ISSUE 30 — SCORE 2

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM — BEAT-'EM-UP
Beat-'em-up that achieves a rare balance of simplicity and depth
ISSUE 18 — SCORE 8

CART FURY: CHAMPIONSHIP RACING — RACING
Out with the realism and pile on the thrills and spills of arcade racing
ISSUE 10 — SCORE 7

CASTLEWEEN — PLATFORMER
Promising idea that's been turned into a below-average platformer
ISSUE 28 — SCORE 4

CEL DAMAGE OVERDRIVE — RACING
Budget cel-shaded racing title
ISSUE 35 — SCORE 5

CENTRE COURT HARD HITTER — SPORTS
Limited in one-player mode, but the multiplayer tennis action more than makes up for it!
ISSUE 18 — SCORE 8

CENTRE COURT HARD HITTER 2 — SPORTS
A worthy sequel, although not quite a *Virtua Tennis 2* beater
ISSUE 32 — SCORE 7

CHAOS LEGION — ACTION/ADVENTURE
Mix *Devil May Cry 2* with a watered down RPG and. . it doesn't work
ISSUE 37 — SCORE 5

CHOPLIFTER: SEARCH AND RESCUE — STRATEGY/ADVENTURE
Update of old arcade title that falls a little short in the excitement stakes
ISSUE 36 — SCORE 6

CIRCUS MAXIMUS: CHARIOT WARS — RACING
Well, it's chariot racing. er, and it's not actually very good
ISSUE 24 — SCORE 5

CITY CRISIS — STRATEGY/ADVENTURE
Not visually extravagant or an epic adventure, but a solid old skool arcade game
ISSUE 12 — SCORE 7

CLOCK TOWER 3 — STRATEGY/ADVENTURE
School girls, serial killers and spine-chilling scares. A great addition to the horror genre
ISSUE 37 — SCORE 9

CODE VERONICA X — STRATEGY/ADVENTURE
Fans will undoubtedly get a kick from the extras and the sound gameplay
ISSUE 10 — SCORE 7

Arguably the best rally series around. gets better
ISSUE 28 — SCORE 9

COMMANDOS 2: MEN OF COURAGE — STRATEGY/ADVENTURE
Incredibly in-depth and very versatile wartime strategy game
ISSUE 23 — SCORE 8

Absorbing squad-based third-person strategy/shooter – well worth a look!
ISSUE 23 — SCORE 9

CONFLICT ZONE — STRATEGY/ADVENTURE
Hideous control system and slow gameplay in average real-time war strategy
ISSUE 20 — SCORE 6

Old-skool shooter that rocks our world
ISSUE 31 — SCORE 9

CRASH BANDICOOT: THE WRATH OF CORTEX — PLATFORMER
Classy, simple platform action that may be old skool, but it's still the best beast around
ISSUE 15 — SCORE 8

CRAZY TAXI — RACING
Not as crazy as it was a year ago but still good racing fun
ISSUE 9 — SCORE 7

CRICKET 2002 — SPORTS
The only cricket game on the PS2 – that happens to be damn good fun!
ISSUE 17 — SCORE 8

DAKAR 2 — RACING
One of the world's most gruelling races makes for one dull game
ISSUE 32 — SCORE 6

Konami's dancing series debuts on PS2 – and it's a cracker!
ISSUE 35 — SCORE 9

DARK ANGEL — STRATEGY/ADVENTURE
Hit people, unlock door, hit people . repeat till bored
ISSUE 32 — SCORE 4

An extremely accessible title which should appeal to RPG fans and non-fans alike!
ISSUE 36 — SCORE 9

DARK CLOUD — STRATEGY/ADVENTURE
There's a real challenge here and for those that stick it out the rewards are mighty fruity
ISSUE 12 — SCORE 7

DARK SUMMIT — SPORTS
Mission-based snowboarding game results in a surprisingly playable mix of genres
ISSUE 19 — SCORE 8

DAVE MIRRA FREESTYLE BMX 2 — SPORTS
Let's hope all the other extreme sports games on the way are as good as this
ISSUE 13 — SCORE 8

DAVID BECKHAM'S SOCCER — SPORTS
A far-from-benchmark footie game that flogs the over-exposed Beckham expiring horse
ISSUE 22 — SCORE 3

A hard-hitting and stylish game that packs a very original punch
ISSUE 3 — SCORE 9

DEAD TO RIGHTS — STRATEGY/ADVENTURE
Max Payne meets *Time Crisis* meets *Splinter Cell* meets.. who knows what?
ISSUE 36 — SCORE 6

DEFENDER — SHOOT-'EM-UP
3D conversion of the original arcade classic that loses a little something in the translation
ISSUE 30 — SCORE 7

It's extreme wrestling with rappers and scantily clad girls – nice!
ISSUE 35 — SCORE 9

Expert blending of RPG and FPS that is truly rewarding to the determined
ISSUE 19 — SCORE 9

It delivers with such style that it's difficult not to be drawn in by its charm
ISSUE 13 — SCORE 9

DEVIL MAY CRY 2 — STRATEGY/ADVENTURE
Slick, stylish and enjoyable adventure. with a crap camera
ISSUE 32 — SCORE 8

DINO STALKER — FIRST-PERSON SHOOTER
Spirited attempt at combining a lightgun game with an adventure that doesn't quite cut it
ISSUE 25 — SCORE 6

DISNEY'S DINOSAUR — PLATFORMER
An idea waiting to hatch, this game only just manages to crack the shell
ISSUE 4 — SCORE 4

DISNEY GOLF — SPORTS
Fun, involving, great looking golf game for all ages
ISSUE 31 — SCORE 8

DONALD DUCK: QUACK ATTACK — PLATFORMER
An enjoyable duck jumper on a machine that deserves more silly cartoon action!
ISSUE 5 — SCORE 6

DOWNFORCE RACING
Pleasant arcade rival to *Burnout* that keeps the adrenalin flowing
ISSUE 20 SCORE 8

DRAGONBALL Z: BUDOKAI BEAT-'EM-UP
Loud, proud and brash beat-'em-up – not the best by any means, but worth a look
ISSUE 30 SCORE 7

DRAKAN STRATEGY/ADVENTURE
Well-presented dragon-based adventure game let down only by an unwieldy controls
ISSUE 19 SCORE 8

DRIVEN RACING
Stallone lends his vocals for a decent and often inventive racer. Not to everyone's taste
ISSUE 16 SCORE 7

DRIVING EMOTION TYPE S RACING
Keeping control of your car and your temper is no easy feat!
ISSUE 7 SCORE 4

DROPSHIP: UNITED PEACE FORCE STRATEGY/ADVENTURE
A decent, if dull, game that will appeal to flight sim fans but few others. Worth a look
ISSUE 17 SCORE 8

DR MUTO PLATFORMER
Average platformer with some nice ideas
ISSUE 32 SCORE 7

DUNE STRATEGY/ADVENTURE
Dreadful game based on complicated book that spawned a naff TV series
ISSUE 19 SCORE 4

DYNASTY TACTICS STRATEGY/ADVENTURE
Very long-winded and somewhat overcomplicated – only for hardened strategy fans
ISSUE 28 SCORE 5

DYNASTY WARRIORS 2 BEAT-'EM-UP
War has never been so much fun!
ISSUE 2 SCORE 6

DYNASTY WARRIORS 3 BEAT-'EM-UP
Insanely addictive beat-'em-up let down by repetitive gameplay
ISSUE 19 SCORE 6

DYNASTY WARRIORS 4 BEAT-'EM-UP
Fourth in the series – doesn't really improve at all over the last one though
ISSUE 36 SCORE 5

ECCO THE DOLPHIN STRATEGY/ADVENTURE
SEGA's unusual adventure proves just too weird and dull on the PS2. We want action!
ISSUE 17 SCORE 6

EGGO MANIA PARTY/PUZZLER
Entertaining attempt at an original take on *Tetris* that received mixed reactions
ISSUE 27 SCORE 6

EJAY CLUBWORLD PARTY/PUZZLER
Easy to get into music-making facility for beginners and more experienced would-be DJs
ISSUE 24 SCORE 8

ENDGAME FIRST-PERSON SHOOTER
Very playable lightgun title which has nice bonus modes but might be too tricky for some
ISSUE 23 SCORE 8

ENTER THE MATRIX STRATEGY/ADVENTURE
Aesthetically impressive movie tie-in that's a little thin on gameplay
ISSUE 36 SCORE 7

EPHEMERAL FANTASIA STRATEGY/ADVENTURE
Not a complete disaster, but only the most patient gamer will derive fun from this
ISSUE 11 SCORE 6

ESCAPE FROM MONKEY ISLAND STRATEGY/ADVENTURE
Funny, quirky, extremely challenging and most importantly it's fun to play!
ISSUE 11 SCORE 7

ESPN 2NIGHT SPORTS
A good realistic approach, lacking the atmosphere of the sport
ISSUE 6 SCORE 6

ESPN HOCKEY NIGHT SPORTS
Basic hockey outing that lacks any American-style glitz and glamour
ISSUE 8 SCORE 5

ESPN INTERNATIONAL WINTER GAMES SPORTS
Old skool-style button-bashing that can't help but be addictive. Not for everyone
ISSUE 18 SCORE 7

ESPN NBA 2NIGHT 2002 SPORTS
Spirited attempt at a basketball title that unfortunately relies a little too much on luck
ISSUE 23 SCORE 6

ESPN WINTER X GAMES SNOWBOARDING 2 SPORTS
Average snowboarding title with awkward controls – requires dedication
ISSUE 19 SCORE 6

ESPN X-GAMES SKATEBOARDING SPORTS
Not in the same park as *Tony 3*. Looks average, plays average, is average
ISSUE 15 SCORE 6

ETERNAL RING STRATEGY/ADVENTURE
Definitive RPG it isn't – interesting idea it definitely is!
ISSUE 6 SCORE 5

EVE OF EXTINCTION STRATEGY/ADVENTURE
Nice (if blatantly ripped off) ideas do nothing to help this bland and woeful adventure
ISSUE 21 SCORE 4

EVERGRACE STRATEGY/ADVENTURE
There's just (and we mean just) enough to satiate your gaming needs
ISSUE 7 SCORE 5

EVIL DEAD: A FISTFUL OF BOOMSTICK BEAT-'EM-UP
It's State Of Emergency with a plot (and zombies)
ISSUE 35 SCORE 7

EVIL TWIN: CYPRIEN'S CHRONICLES STRATEGY/ADVENTURE
Strange hybrid 3D adventure that manages to ultimately fall a little short
ISSUE 18 SCORE 4

EXTERMINATION STRATEGY/ADVENTURE
Adds its own unique flavour to horror gaming. Don't be scared to part with cash for it!
ISSUE 8 SCORE 8

EXTREME-G 3 RACING
A superb game. It starts out fast and gets quicker until you can't stand it any more
ISSUE 12 SCORE 8

EYE TOY: PLAY PARTY/PUZZLER
Dance in front of a tiny camera, fight ninjas and wash windows on your own TV screen!
ISSUE 37 SCORE 9

F1 2001 RACING
EA pulls out all the stops to create a good F1 title on the PS2
ISSUE 14 SCORE 8

F1 2002 RACING
Formula 1 nuts need look no further, but it's too fussy for the casual gamer
ISSUE 22 SCORE 7

F1 CAREER CHALLENGE RACING
Start at the bottom and work your way up to the dizzy heights of Ferrari!
ISSUE 35 SCORE 8

F1 CHAMPIONSHIP SEASON 2000 RACING
Unoriginal F1 game that fails to bring the sport into the next generation
ISSUE 4 SCORE 4

F1 RACING CHAMPIONSHIP RACING
An above average F1 game to keep you happy until something better arrives
ISSUE 6 SCORE 6

FANTAVISION PARTY/PUZZLER
A gaming thrill not to be missed
ISSUE 3 SCORE 8

FIFA 2001 SPORTS
Brilliantly presented, this game looks the business and plays superbly
ISSUE 3 SCORE 7

FIFA 2002 SPORTS
FIFA returns with some clever tweaks, but ultimately plays the same. Good, fast fun
ISSUE 15 SCORE 8

[illegible] SPORTS
EA finally gets its act together and produces a footie title to rival *Pro Evo 2*
ISSUE 28 SCORE 9

[illegible]
Absolutely gorgeous and ridiculously huge RPG adventure that no-one should miss out on
ISSUE 18 SCORE 9

FIREBLADE SHOOT-'EM-UP
Superb details, challenging missions and great fun – but fu... er, rather difficult!
ISSUE 22 SCORE 8

FLINTSTONES: VIVA ROCK VEGAS RACING
Appalling handling and awful graphics combine to make a game that's worse than the film
ISSUE 12 SCORE 3

FORMULA ONE 2001 RACING
One of the best Formula 1 games for the PlayStation2
ISSUE 9 SCORE 8

FORMULA ONE 2003 RACING
It's the yearly F1 update! Good, but you only really need one F1 game
ISSUE 37 SCORE 8

FREAK OUT PLATFORMER
Being able to tweak breasts with a free roaming hand is a bonus, but not a game
ISSUE 12 SCORE 5

FREEKSTYLE SPORTS
Essentially it's *SSX Tricky* with motorbikes – which is no bad thing
ISSUE 24 SCORE 7

[illegible]
Utterly enjoyable, original and disturbingly hypnotising. Top for music games!
ISSUE 22 SCORE 9

FROGGER BEYOND PLATFORMER
Modern update of the arcade classic that manages to retain the spirit of the original
ISSUE 35 SCORE 5

FUR FIGHTERS: VIGGO'S REVENGE PLATFORMER
Inflicting pain on furry little creatures has never been so much fun
ISSUE 9 SCORE 8

FUTURAMA PLATFORMER
Watching the game is as good as the show. Playing it leaves a little to be desired
ISSUE 37 SCORE 7

G1 JOCKEY RACING
Menu-heavy equestrian romp makes it one for horse racing lovers only
ISSUE 20 SCORE 6

PS2 RESISTANCE TOP FIVE RACING GAMES

1 Gran Turismo 3
2 Burnout 2: Point Of Impact
3 Colin McRae Rally 3
4 V-Rally 3
5 Wipeout: Fusion

PS2 RESISTANCE TOP FIVE FIRST-PERSON SHOOTERS

1 TimeSplitters 2
2 Medal Of Honor: Frontline
3 Time Crisis 2
4 Half-Life
5 Red Faction

PS2 RESISTANCE TOP FIVE PLATFORMERS

1 Ratchet & Clank
2 Ape Escape 2
3 Max Payne
4 Maximo: Ghosts To Glory
5 Jak And Daxter

PS2 RESISTANCE TOP FIVE PARTY PUZZLERS

1 Dancing Stage Mega Mix
2 Music 3000
3 Eye Toy: Play
4 The Sims
5 FreQuency

G1 JOCKEY 3 RACING
Unusual take on horse racing that won't be to everyone's taste...
ISSUE 33 SCORE 6

GALAMIANS: ASH STRATEGY/ADVENTURE
Top cyberpunk-style storyline masks a humdrum adventure
ISSUE 32 SCORE 5

GAUNTLET: DARK LEGACY BEAT-'EM-UP
Looks and sounds average, but keeps you hooked to the end
ISSUE 9 SCORE 6

GITAROO MAN PARTY/PUZZLER
Fairly tricky and slightly repetitive music party game with some nice 'choons'
ISSUE 24 SCORE 7

GRADIUS III & IV SHOOT-'EM-UP
Nostalgia simply is not enough to help resurrect this vintage classic
ISSUE 1 SCORE 5

GRAND PRIX CHALLENGE RACING
Yet another F1 game, and a surprisingly good one at that!
ISSUE 30 SCORE 8

[illegible]
Gory, gruesome, seedy, nasty, corrupting and bloody marvellous
ISSUE 14 SCORE 10

[illegible]
Sequel to *GTAIII*, which turned out to be everything we hoped for... and more!
ISSUE 28 SCORE 10

[illegible]
This easily surpasses other driving simulations for realism and sheer enjoyment
ISSUE 10 SCORE 10

GRAN TURISMO CONCEPT RACING
Cut-down *GTIII* with a few new cars and that's about it
ISSUE 19 SCORE 8

GRAVITY GAMES SPORTS
Midway attempts to cash in on the extreme sports fad... unsuccessfully!
ISSUE 27 SCORE 4

G-SURFERS RACING
Like Wipeout only without the track design, graphical finesse or smooth handling. Poor
ISSUE 15 SCORE 7

GT CONCEPT 2002 TOKYO-GENEVA RACING
Fun to play, with some nice cars, but nowhere near the depth of *GTIII*
ISSUE 24 SCORE 7

GTC AFRICA RACING
Rage's racer is fast, fun and just different enough to warrant some serious interest
ISSUE 16 SCORE 8

GUILTY GEAR X BEAT-'EM-UP
Polished and playable beat-'em-up that's a little old skool for all but 2D die-hards
ISSUE 17 SCORE 7

GUILTY GEAR X2 BEAT-'EM-UP
Extremely entertaining 2D beat-'em-up with insane combatants
ISSUE 32 SCORE 8

GUMBALL 3000 RACING
Racing goes back to the good old days in this retro-style arcade offering... with girls!
ISSUE 23 SCORE 8

GUNDAM FEDERATION VS ZEON SHOOT-'EM-UP
Far too slow and easy to complete mech warrior-style game
ISSUE 29 SCORE 3

GUNFIGHTER II FIRST-PERSON SHOOTER
It's basically *Time Crisis II* set in the Wild West – super!
ISSUE 33 SCORE 8

GUNGRAVE SHOOT-'EM-UP
Slow, repetitive and extremely basic shooter
ISSUE 29 SCORE 5

GUN GRIFFON BLAZE SHOOT-'EM-UP
Sharp controls and anarchic gunfights make this game quite literally a blast
ISSUE 4 SCORE 7

H3O SPORTS
A bland surfer washing up on the extreme sports bandwagon
ISSUE 4 SCORE 3

[illegible]
Arguably the finest first-person shooter on the PC makes a big impact on the PS2
ISSUE 15 SCORE 9

HAVEN: CALL OF THE KING STRATEGY/ADVENTURE
Platform adventure that offers seamless gameplay and plenty of variety to boot
ISSUE 28 SCORE 8

HEADHUNTER STRATEGY/ADVENTURE
A nice mix of action and adventure with a cracking storyline but a slightly iffy camera
ISSUE 18 SCORE 8

HERDY GERDY STRATEGY/ADVENTURE
Spaced-out, original and expansive herd-'em-up The start of a new genre?
ISSUE 19 SCORE 7

[illegible]
Immersive adventure that blends stealth and action better than anything from Konami
ISSUE 26 SCORE 9

DIRECTORY

HOT WHEELS: VELOCITY X — RACING
Polished racer based around the well-known toy cars – best for younger gamers
ISSUE 28 — SCORE 7

THE HULK — STRATEGY/ADVENTURE
Hulk smash! And … erm, Hulk smash some more
ISSUE 36 — SCORE 6

[illegible] — [illegible]/ADVENTURE
Startlingly different, violence-free adventure game with a refreshing attitude
ISSUE 19 — SCORE 9

INDIANA JONES AND THE EMPEROR'S TOMB — ACTION/ADVENTURE
An authentic Indy experience that will satisfy fans. No Lara, either …
ISSUE 37 — SCORE 8

INDYCAR SERIES — RACING
Technically spot-on racing, which is sadly let down by uneventful, circular tracks
ISSUE 35 — SCORE 6

INT TRACK AND FIELD (ESPN) — SPORTS
A formulaic challenge that embraces the senes high points with flair
ISSUE 2 — SCORE 8

ISS — SPORTS
A complex and rewarding football game that fails to live up to expectations
ISSUE 2 — SCORE 7

ISS2 — SPORTS
With competition from the likes of *FIFA* and *Pro Evo*, you wonder why this exists at all!
ISSUE 21 — SCORE 5

ISS3 — SPORTS
An arcadey footie title which doesn't quite match up to *Pro Evo*…
ISSUE 33 — SCORE 7

JADE COCOON 2 — STRATEGY/ADVENTURE
Easily accessible to a younger audience, but too restrictive for the ardent RPG fan
ISSUE 22 — SCORE 6

JAK AND DAXTER: THE PRECURSOR LEGACY — PLATFORMER
From the *Crash Bandicoot* creators comes the best, most demanding platformer on PS2
ISSUE 17 — SCORE 8

[illegible] — [illegible]/PUZZLER
A meld of gaming genres in a Bond tuxedo!
ISSUE 15 — SCORE 9

JAMES BOND 007: NIGHTFIRE — FIRST-PERSON SHOOTER
The second in the Bond series. Good, but predictable in the face of tough competition
ISSUE 29 — SCORE 8

JET SKI RIDERS — SPORTS
A decent water racer is in here behind the basic graphics and simplistic controls
ISSUE 17 — SCORE 7

JONNY MOSELY MAD TRIX — SPORTS
Dreadful 'rad' sports skiing game that would be best used as a mug coaster.
ISSUE 19 — SCORE 2

JUNGLE BOOK RHYTHM 'N' GROOVE — PARTY/PUZZLER
Some top jungle dancing action a plus a dance mat to boot. Bonus!
ISSUE 8 — SCORE 7

JURASSIC PARK: OPERATION GENESIS — PARTY/PUZZLER
Theme Park World, only with rides that eat people – top stuff!
ISSUE 32 — SCORE 8

KELLY SLATER'S PRO SURFER — SPORTS
Nice water effects, but none of the adrenalin rush of the real thing.
ISSUE 27 — SCORE 6

KENGO: MASTER OF BUSHIDO — BEAT-'EM-UP
A tense feudal fighting game that shines through its own simplicity
ISSUE 6 — SCORE 7

KESSEN — STRATEGY/ADVENTURE
A good strategy game that could've been a classic but now looks a little dated
ISSUE 5 — SCORE 6

KESSEN II — STRATEGY/ADVENTURE
Glorious graphics, masses of troops – a good strategy game for the PS2
ISSUE 20 — SCORE 8

KING'S FIELD: THE ANCIENT CITY — STRATEGY/ADVENTURE
An 'old skool' RPG aimed at stat-heads. Cripplingly slow and bland
ISSUE 22 — SCORE 5

[illegible] — [illegible]/ADVENTURE
Final Fantasy meets… about every Disney movie, with real-time combat… excellent!
ISSUE 27 — SCORE 9

KLONOA 2: LUNATEA'S VEIL — PLATFORMER
A lavish cartoon platformer with a charm all of its own. Every bit as good as the original
ISSUE 15 — SCORE 8

KNIGHT RIDER — RACING
Classic series turned into a dreadfully awful game
ISSUE 29 — SCORE 3

KNOCKOUT KINGS 2001 — BEAT-'EM-UP
If you buy one boxing game for the PS2 make it the hard-hitting *Knockout Kings*
ISSUE 6 — SCORE 8

KNOCKOUT KINGS 2002 — SPORTS
Satisfying slugfest with official big names and a subtle blend of arcade and simulator.
ISSUE 20 — SCORE 8

KURI KURI MIX — PARTY/PUZZLER
Anyone craving original puzzling step right up and get your wallet out!
ISSUE 8 — SCORE 8

LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS — PLATFORMER
Lara debuts on PS2 in an atmospheric game marred by dodgy camera and controls
ISSUE 36 — SCORE 7

LE MANS 24 HOUR — RACING
Joypad wimps steer clear but petrolheads should get stuck right in
ISSUE 10 — SCORE 7

LEGAIA 2 — STRATEGY/ADVENTURE
Fairly repetitive RPG which doesn't bring anything new to the genre
ISSUE 28 — SCORE 6

LEGENDS OF WRESTLING — SPORTS
As much fun as head-butting a metal chair for an hour.
ISSUE 20 — SCORE 3

GADGET

GADGETS OF THE MONTH

NIKON COOLPIX 5700

These days, thanks to the ever-growing market for digital cameras, anyone, of any age, can become the next David Bailey practically overnight. And if you're looking for the best digital camera around, then you can't do much better than the Nikon Coolpix 5700. Offering everything an expensive SLR would, but with the option of automatic settings for those who just prefer to point and shoot, the 5700 is simplicity itself to use, with a massive 8x zoom and up to 5 Megapixels definition. It also gives by far the best battery performance of any digital camera we've ever used. If you want a top-notch digital camera, get this! Check out www.nikon.co.uk for info.

GADGET

T3 GERBER MULTITOOL

By now you've not doubt seen *Terminator 3*, and will of course remember the bit where the Arnie model whips out his multitool and does a quick bit of DIY. You don't? Well neither do we actually, but we have it on good authority that the T3 Gerber Multitool is nevertheless *in* the movie (it might be the bit where Arnie performs a quick operation to remove something from his chest – we had our eyes closed for that!) Anyway, in the movie or not, Gerber has just released three incredibly handy T3 branded tools, ranging in price from £50 to £90. If you need a tool for removing boy scouts from horses hooves, then Gerber's the way to go! Call 08707 280696 for stockists.

LEGO DROME RACERS — RACING
Not-very-good at all racer … spend your cash on a Lego Technic construction kit
ISSUE 30 — SCORE 2

LEGO RACERS 2 — RACING
The first cart racer to set a precedent on PlayStation2
ISSUE 13 — SCORE 7

LEGION — STRATEGY/ADVENTURE
Innovative blend of RTS and RPG set in the world of good King Arthur and his knights
ISSUE 24 — SCORE 8

LETHAL SKIES: ELITE PILOT: TEAM SW — SHOOT-'EM-UP
Fairly acceptable air combat game that met with mixed opinions
ISSUE 25 — SCORE 6

LMA MANAGER — SPORTS
Excellent football management title that will appeal to fans but is a bit overwhelming
ISSUE 21 — SCORE 8

LMA MANAGER 2003 — SPORTS
Exactly the same game as *LMA Manager 2002*, just with updated stats – shame!
ISSUE 28 — SCORE 6

LOONEY TUNES SPACE RACE — RACING
Repackaged 'wacky' racer that should appeal to the kids or fans of Looney Tunes
ISSUE 19 — SCORE 6

THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING — STRATEGY/ADVENTURE
The other *Lord Of The Rings* game – nice idea, just a little dull…
ISSUE 28 — SCORE 6

THE LORD OF THE RINGS: THE TWO TOWERS — BEAT-'EM-UP
Frantic, immersive 'interactive movie' experience which is a little simple and linear
ISSUE 28 — SCORE 7

LOTUS CHALLENGE — RACING
A good game but the hardcore sim handling will turn off anyone seeking that quick fix
ISSUE 12 — SCORE 7

MACE GRIFFIN: BOUNTY HUNTER — FIRST-PERSON SHOOTER
Good ideas, clearly inspired by every other FPS about, but not the sum of its parts
ISSUE 37 — SCORE 7

MADDEN 2001 — SPORTS
If you're looking for a first class sports game on the PS2 then look no further!
ISSUE 3 — SCORE 9

MADDEN 2002 — SPORTS
The best looking sports game on the PS2 also plays like a dream
ISSUE 15 — SCORE 8

MADDEN 2003 — SPORTS
A top game, but one which doesn't offer anything over – for instance – *Madden 2002*
ISSUE 27 — SCORE 8

MAD MAESTRO — PARTY/PUZZLER
Bizarre Japanese music game with good ideas but which resembles a metronome sim
ISSUE 21 — SCORE 6

MARK OF KRI — STRATEGY/ADVENTURE
Original if repetitive hack 'n' slash adventuring…
ISSUE 32 — SCORE 7

MARVEL VS CAPCOM 2 — BEAT-'EM-UP
2D fighter that looks a little dated but still has what it takes to keep you playing
ISSUE 28 — SCORE 8

MATT HOFFMAN'S PRO BMX 2 — SPORTS
The wacky Mr Hoffman returns for more gnarly big air shenanigans
ISSUE 26 — SCORE 8

MAXIMO: GHOSTS TO GLORY — PLATFORMER
Enjoyable 3D update of the classic 2D *Ghosts 'n' Goblins* platformers of old
ISSUE 18 — SCORE 8

MAX PAYNE — PLATFORMER
Excellent adventure game with slo-mo killing and masses of atmosphere.
ISSUE 19 — SCORE 8

MDK2 — PLATFORMER
Clumsy sequel and poor conversion that's outdone by the Dreamcast version
ISSUE 8 — SCORE 6

[illegible]
One of the most staggering, authentic and engaging FPS titles to grace the PS2!
ISSUE 22 — SCORE 10

MEN IN BLACK II: ALIEN ESCAPE — SHOOT-'EM-UP
Fairly mindless fun for a while, but frustration quickly sets in
ISSUE 25 — SCORE 5

[illegible]
Long-awaited stealth title with far too many FMV scenes to be perfect
ISSUE 19 — SCORE 9

METAL GEAR SOLID 2: SUBSTANCE — STRATEGY/ADVENTURE
What MGS2 should've been the first time around
ISSUE 32 — SCORE 8

MICRO MACHINES — RACING
Latest *Micro Machines* update that fails to recapture the thrills of previous games
ISSUE 29 — SCORE 6

MIDNIGHT CLUB: STREET RACING — RACING
One for the arcade freaks – simulation seekers should avoid this
ISSUE 2 — SCORE 7

MIDNIGHT CLUB II — RACING
Fast-paced madcap racing action with an awesome online mode!
ISSUE 33 — SCORE 8

MIKE TYSON'S HEAVYWEIGHT BOXING — SPORTS
Sloppy, rushed and generally poorly executed. You'd regret even renting it
ISSUE 22 — SCORE 4

MINORITY REPORT — BEAT-'EM-UP
Missed opportunity for a fantastic platform adventure
ISSUE 31 — SCORE 5

MONSTERS, INC — PLATFORMER
Cutesy platformer that doesn't reach near the standard of the movie it's based on
ISSUE 18 — SCORE 6

[illegible]
Gore galore in possibly the best of the series so far!
ISSUE 31 — SCORE 9

MOTO GP — RACING
You won't find a finer bike racing game on the PlayStation2
ISSUE 4 — SCORE 9

MOTO GP 3 — RACING
Enjoyable bike action – featuring Mr Driller as a hidden character!
ISSUE 33 — SCORE 7

MOTO GP 2 — RACING
An entertaining racer that improves on the original but which is nothing earth-shattering
ISSUE 18 — SCORE 7

MR GOLF — SPORTS
Nice environments, cute characters, but missing that 'X' factor
ISSUE 32 — SCORE 6

MR MOSKEETO — PARTY/PUZZLER
Weeellirrrd 'mosquito sim' that is a chuckle for a while but lacks longevity
ISSUE 21 — SCORE 6

MTV MUSIC GENERATOR 2 — PARTY/PUZZLER
After the brilliance of *Music 2000* comes this more complex version
ISSUE 9 — SCORE 8

MUMMY RETURNS, THE — STRATEGY/ADVENTURE
An average movie conversion for the younger games player
ISSUE 14 — SCORE 6

[illegible]
Everything you need to become the next Fatboy Slim on your PS2
ISSUE 33 — SCORE 9

MUSIC MAKER — PARTY/PUZZLER
Fairly competent package with a few nice touches that may prove a little restrictive
ISSUE 18 — SCORE 6

MX2002 — RACING
An addictive and incredibly fast racer that will certainly appeal to fans of extreme sports
ISSUE 13 — SCORE 7

MX SUPERFLY — RACING
Highly enjoyable off-road motorbike action
ISSUE 25 — SCORE 7

MXRIDER — RACING
A surprisingly playable racer that's well worth a go
ISSUE 14 — SCORE 8

MYST III: EXILE — STRATEGY/ADVENTURE
Strange, relaxing adventure with gorgeous visuals that's a nice alternative to… everything!
ISSUE 28 — SCORE 7

MYSTIC HEROES — BEAT-'EM-UP
Dynasty Warriors-style group-based beat-'em-up action
ISSUE 34 — SCORE 5

NASCAR 2001 — RACING
Bland racer lacking the visual oomph to make up for the bland tracks
ISSUE 4 — SCORE 5

NBA 2K3 — SPORTS
Not the best, but also far from the worst basketball title on the market
ISSUE 33 — SCORE 7

NBA HOOPZ — SPORTS
Over-the-top atmosphere that's poorly presented and visually lame
ISSUE 6 — SCORE 5

NBA LIVE 2001 — SPORTS
Quick, accurate with great visuals. This dunks harder than the rest
ISSUE 6 — SCORE 7

NBA LIVE 2002 — SPORTS
Best basketball game on the PS2 with slick looks, arcade mode and all the stats
ISSUE 16 — SCORE 8

NBA LIVE 2003 — SPORTS
Standard EA update of this classy b-ball game
ISSUE 29 — SCORE 8

NBA STREET — SPORTS
Enjoyable, slick, frenetic, gorgeous. It's everything a sports game should be!
ISSUE 11 — SCORE 8

NEXT GENERATION TENNIS 2003 — SPORTS
Another tennis title offering little challenge and lacklustre gameplay
ISSUE 36 — SCORE 4

NFL 2K3 — SPORTS
Fairly enjoyable American footie game that's not up to the same standard as Madden
ISSUE 33 — SCORE 7

NFL QUARTERBACK CLUB 2002 — SPORTS
Like *Madden* only without the lush graphics, smooth options or fast turn of pace. Poor
ISSUE 15 — SCORE 6

NFS: HOT PURSUIT 2 — RACING
Super-fast cops 'n' robbers racing action with some absolutely gorgeous cars!
ISSUE 26 — SCORE 8

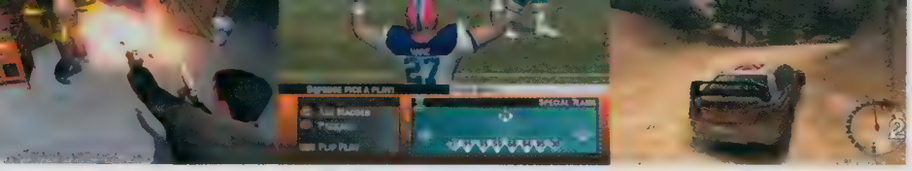
NHL 2001 — SPORTS
A breathless translation of the sport that is packed with incredible detail
ISSUE 3 — SCORE 8

NHL 2002 — SPORTS
Better than the original and packed with more depth. A must for hockey fans
ISSUE 15 — SCORE 8

NHL 2003 — SPORTS
Fast and fun ice hockey title which takes a slightly more serious approach than *Hitz*
ISSUE 27 — SCORE 8

NHL 2K3 — SPORTS
Realistic, comprehensive hockey game that offers a lot of challenge
ISSUE 32 — SCORE 8

NHL HITZ 2002 — SPORTS
Fast, colourful arcade fun that ditches the rules in favour of OTT thrills
ISSUE 15 — SCORE 8



NHL HITZ 2003 SPORTS
Awesomely fast, psychotically violent ice hockey action from Midway – nice!
ISSUE 26 SCORE 9

NO ONE LIVES FOREVER FIRST-PERSON SHOOTER
A brave attempt at *Austin Powers* meets *GoldenEye*.. just doesn't quite manage it
ISSUE 23 SCORE 7

NY RACE RACING
A novel – if average – playable future racer that brings something new to the pot
ISSUE 16 SCORE 6

ONI SHOOT-'EM-UP
Oni is a mild diversion but you should think hard before parting with your cash
ISSUE 7 SCORE 6

ONIMUSHA 2 STRATEGY/ADVENTURE
A mixture of adventure and puzzle elements that works for some...
ISSUE 26 SCORE 7

ONIMUSHA WARLORDS STRATEGY/ADVENTURE
It looks great, plays like a dream and keeps you coming back for more
ISSUE 11 SCORE 8

OPERATION WINBACK SHOOT-'EM-UP
Solid espionage game that'll shut you up for a bit till the arrival of PS2 Snake
ISSUE 8 SCORE 7

ORPHEN STRATEGY/ADVENTURE
An average RPG lacking any real depth or detail
ISSUE 4 SCORE 5

PAC-MAN WORLD 2 PLATFORMER
Bland 3D platformer with the world's WORST camera. Avoid at ALL costs!
ISSUE 32 SCORE 3

PARAPPA THE RAPPER 2 PARTY/PUZZLER
Enjoyable sequel that is a little short but will no doubt become another cult hit
ISSUE 18 SCORE 8

PARIS-DAKAR RALLY RACING
Poor in almost every way. We have *GTIII* now, stop making this stuff
ISSUE 14 SCORE 6

PENNY RACERS RACING
An uninspired Japanese racer that lacks the visuals and depths to make it on PS2
ISSUE 16 SCORE 4

PERFECT ACE SPORTS
Fairly average tennis title that's pretty good fun in four-player mode
ISSUE 36 SCORE 5

PETER PAN STRATEGY/ADVENTURE
It's all been done before, and better, *Peter Pan* is one for nippers and Disney freaks
ISSUE 19 SCORE 5

PINBALL SHOOT-'EM-UP
First class pinball action for only a tenner!
ISSUE 35 SCORE 7

PIRATES: THE LEGEND OF BLACK KAT STRATEGY/ADVENTURE
Not very original *Tomb Raider*-esque adventure with good boaty bits!
ISSUE 20 SCORE 7

POLAROID PETE PARTY/PUZZLER
Won't change your life but here is a game that proves originality pays. Brilliant fun!
ISSUE 15 SCORE 8

POLICE 24/7 FIRST-PERSON SHOOTER
One of the coolest lightgun games around, once you've got past the fiddly set-up
ISSUE 18 SCORE 8

POOL MASTER SPORTS
A great deal of effort has been put in to ensure this is the best pool game around
ISSUE 3 SCORE 7

POWERPUFF GIRLS: RELISH RAMPAGE STRATEGY/ADVENTURE
Shallow arcade action based on the popular cartoon series
ISSUE 29 SCORE 5

PRIDE FIGHTING CHAMPIONSHIPS BEAT-'EM-UP
Doesn't quite capture the gore and majesty of the real thing ...
ISSUE 32 SCORE 6

PRIMAL STRATEGY/ADVENTURE
Atmospheric third-person platform adventure that's sadly a little linear
ISSUE 31 SCORE 7

PRISONER OF WAR STRATEGY/ADVENTURE
Immersive 3D adventure with plenty of puzzle elements and some nice ideas
ISSUE 23 SCORE 8

PRO EVOLUTION SOCCER SPORTS
A simply amazing football game that sets new standards in every department
ISSUE 14 SCORE 10

PRO EVOLUTION SOCCER 2 SPORTS
The verdict is in – it's even better than *Pro Evolution* – footie fans rejoice
ISSUE 28 SCORE 9

PROJECT EDEN STRATEGY/ADVENTURE
It's glorously intricate, embodying everything which makes PS2 gaming so great
ISSUE 13 SCORE 8

PROJECT ZERO STRATEGY/ADVENTURE
Refreshingly original survival-horror title that shouldn't be played alone in the dark!
ISSUE 24 SCORE 8

PRO RALLY 2002 RACING
Budget rally racer that nestles happily in the arcade style but lacks the polish of rivals
ISSUE 21 SCORE 6

QUAKE III: REVOLUTION FIRST-PERSON SHOOTER
A definite must-buy for first-person and action fans
ISSUE 7 SCORE 9

RALLY CHAMPIONSHIP RACING
Not the most realistic rally game, but the fun factor more than makes up for it.
ISSUE 22 SCORE 8

RALLY FUSION: RACE OF CHAMPIONS RACING
Enjoyable rally game that follows in the wheel ruts of arcade classic *SEGA Rally*
ISSUE 28 SCORE 8

RATCHET & CLANK PLATFORMER
Outstanding, challenging platformer with a hilarious script and oodles of hidden bits
ISSUE 27 SCORE 9

RAYMAN 3: HOODLUM HAVOC PLATFORMER
Rayman returns in an adventure very much like the others
ISSUE 32 SCORE 7

RAYMAN REVOLUTION PLATFORMER
Not quite the revolution we hoped for but still good fun
ISSUE 4 SCORE 6

RC REVENGE PRO RACING
It looks like the batteries are running a little low on this tired franchise
ISSUE 3 SCORE 5

READY 2 RUMBLE: ROUND 2 BEAT-'EM-UP
An immensely satisfying beat-'em-up that is guaranteed to raise a smile
ISSUE 3 SCORE 8

REDCARD SPORTS
Footie game meets beat-'em-up. Not one for soccer purists, but still great fun
ISSUE 22 SCORE 8

RED FACTION FIRST-PERSON SHOOTER
Beautiful, violent and extremely compelling stuff
ISSUE 10 SCORE 9

RED FACTION 2 FIRST-PERSON SHOOTER
Worthy sequel to the original game with a much improved multiplayer deathmatches
ISSUE 27 SCORE 8

REIGN OF FIRE SHOOT-'EM-UP
Entertaining use of a film licence. Short-lived, frantic and more than a little difficult!
ISSUE 29 SCORE 7

RESIDENT EVIL: DEAD AIM FIRST-PERSON SHOOTER
The first decent mix of a lightgun game and a survival horror gore-fest
ISSUE 35 SCORE 7

RESIDENT EVIL: GUN SURVIVOR 2 FIRST-PERSON SHOOTER
Poor controls and a general lack of entertainment result in a mediocre game
ISSUE 18 SCORE 6

RETURN TO CASTLE WOLFENSTEIN FIRST-PERSON SHOOTER
Hunt down mutated Nazi monsters and win the war for the Allies
ISSUE 36 SCORE 8

REZ SHOOT-'EM-UP
An original and fast shoot-'em-up that's about the music, the mood and the blasting
ISSUE 17 SCORE 8

RIDGE RACER V RACING
A fast addictive game, it doesn't advance the series, but is still a quality racer
ISSUE 1 SCORE 8

RIDING SPIRITS RACING
A fair attempt at *Gran Turismo 3* for motorbike fans
ISSUE 26 SCORE 7

RING OF RED SHOOT-'EM-UP
A game of surprising depth and subtlety
ISSUE 9 SCORE 6

ROAD TRIP ADVENTURE STRATEGY/ADVENTURE
Innovative combination of racing and adventure – and cheap too!
ISSUE 35 SCORE 7

ROBOTECH: BATTLECRY SHOOT-'EM-UP
Mindless, fast-paced fun with transforming robots!
ISSUE 29 SCORE 8

ROBOT WARLORDS STRATEGY/ADVENTURE
A good idea that never really transcends being extremely boring
ISSUE 7 SCORE 4

ROBOT WARS: ARENAS OF DESTRUCTION BEAT-'EM-UP
Long loading and basic graphics ruin what could have been a classic game
ISSUE 17 SCORE 5

ROCKY BEAT-'EM-UP
The best boxing game we've ever seen on any console!
ISSUE 28 SCORE 9

RTX RED ROCK ACTION/ADVENTURE
Total Recall-style space adventure that only hints at LucasArts' past glory
ISSUE 37 SCORE 5

RUGBY SPORTS
In two-player mode, *Rugby* can be a solid and rather playable game
ISSUE 10 SCORE 7

RUMBLE RACING RACING
Breakneck speed, outrageous stunts and cleverly designed tracks – addictive stuff!
ISSUE 9 SCORE 8

RUNE: VIKING WARLORD STRATEGY/ADVENTURE
Imagining one poor soul handing over 40 quid for this makes our stomachs turn
ISSUE 12 SCORE 4

RYGAR: THE LEGENDARY ADVENTURE ACTION/ADVENTURE
Pays homage to its classic arcade inspiration – but let down by shoddy cameras
ISSUE 37 SCORE 6

SALT LAKE 2002 SPORTS
Sadly disappointing track and field-style winter Olympics affair with only six events
ISSUE 18 SCORE 4

SCOOBY DOO! NIGHT OF 100 FRIGHTS PLATFORMER
Amusing platform adventure probably better suited to younger gamers
ISSUE 24 SCORE 7

SCORPION KING: RISE OF THE AKKADIAN PLATFORMER
Boring, bland attempt to cash-in on a film which is itself a cash-in on another film
ISSUE 30 SCORE 3

SEGA BASS FISHING DUEL SPORTS
Never let it be said the PS2 doesn't cater to minority tastes
ISSUE 32 SCORE 6

SHADOWMAN 2ECOND COMING STRATEGY/ADVENTURE
Poor design, dull environments and recycled ideas – worst adventure for a long time
ISSUE 20 SCORE 5

PS2 RESISTANCE

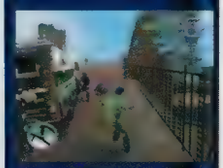
TOP FIVE BEAT-'EM-UPS

1. Rocky
2. Virtua Fighter 4
3. Dead Or Alive 2
4. MK: Deadly Alliance
5. Tekken 4

PS2 RESISTANCE

TOP FIVE STRATEGY/ ADVENTURE GAMES

1. Grand Theft Auto: Vice City
2. Grand Theft Auto III
3. Silent Hill 3
4. The Getaway
5. Splinter Cell



PS2 RESISTANCE

TOP FIVE SPORTS GAMES

1. Pro Evolution Soccer
2. World Championship Snooker 2003
3. Pro Evolution Soccer 2
4. FIFA Football 2003
5. Tony Hawk's Pro Skater 4

PS2 RESISTANCE

TOP FIVE SHOOT-'EM-UPS

1. Contra: Shattered Soldier
2. Spy Hunter
3. Star Wars: Starfighter
4. Robotech: Battlecry
5. Rez

SHADOW HEARTS STRATEGY/ADVENTURE
Ignore the graphics, for an interesting and occasionally risqué approach to RPGs
ISSUE 20 SCORE 8

SHADOW OF MEMORIES STRATEGY/ADVENTURE
An absorbing and original PS2 game that should please all adventure lovers
ISSUE 6 SCORE 8

SHADOW OF ZORRO STRATEGY/ADVENTURE
Possibly the most poorly executed and dull adventure game ever to rear its ugly head
ISSUE 19 SCORE 2

SHAUN PALMER'S PRO SNOWBOARDER SPORTS
It promised *Tony Hawk's* in the snow, but didn't make the grade. Good, but not great
ISSUE 17 SCORE 7

SHINOBI STRATEGY/ADVENTURE
3D update of an undisputed arcade classic which received mixed reactions
ISSUE 33 SCORE 7

SHOX RACING
Think *SEGA Rally*, only with more tracks, more cars and a variety of nifty new ideas!
ISSUE 27 SCORE 8

SHREK SUPERPARTY PARTY/PUZZLER
It's not super and it's not a party
ISSUE 32 SCORE 3

SILENT HILL 2 STRATEGY/ADVENTURE
The best story in any videogame is let down by some dull moments
ISSUE 14 SCORE 8

SILENT HILL 3 STRATEGY/ADVENTURE
Intensely spooky survival-horror experience – play in the dark if you dare!
ISSUE 34 SCORE 9

SILENT SCOPE FIRST-PERSON SHOOTER
Clumsy controls and short-lived play spoil an otherwise engaging arcade shooter
ISSUE 2 SCORE 7

SILENT SCOPE 2: DARK SILHOUETTE FIRST-PERSON SHOOTER
Not as good as the first one, but still playable enough for gun fans
ISSUE 15 SCORE 7

SILPHEED: THE LOST PLANET SHOOT-'EM-UP
Fun for a short while, but this never really leaves the launchpad
ISSUE 4 SCORE 6

SIMPSONS SKATEBOARDING SPORTS
'Simpsons Sell-Out', more like
ISSUE 31 SCORE 4

SKY ODYSSEY STRATEGY/ADVENTURE
A great game design that you will go back to again and again
ISSUE 7 SCORE 8

SKY SURFER SPORTS
Unplayable extreme game that is about as enjoyable as chewing broken glass
ISSUE 1 SCORE 2

SLAM TENNIS SPORTS
Competent tennis title with a few nice ideas
ISSUE 24 SCORE 7

SLED STORM 2 RACING
Unpredictable one-player mode, but still entertaining snow-based racing
ISSUE 20 SCORE 6

SLY COOPER AND THE THIEVIUS RACCOONUS PLATFORMER
Gorgeous-looking platform adventure that is perhaps a little thin on gameplay
ISSUE 30 SCORE 7

SMASH CARS RACING
Race RC cars and make them perform tricks. A pleasant budget buy
ISSUE 37 SCORE 6

SMASH COURT TENNIS PRO TOURNAMENT SPORTS
Officially licensed tennis game with real players, good selection of features.
ISSUE 22 SCORE 8

SMUGGLER'S RUN RACING
Basic ideas lead to a highly addictive game with some environments that amaze
ISSUE 2 SCORE 8

SMUGGLER'S RUN 2 RACING
It looks better than the original, aside from that little has changed. More of the same
ISSUE 15 SCORE 6

SOCOM: US NAVY SEALS STRATEGY/ADVENTURE
Squad-based strategic shooter with all-action Online mode
ISSUE 34 SCORE 8

SOS: FINAL ESCAPE STRATEGY/ADVENTURE
Res Evil without the zombies? Innovative adventure
ISSUE 31 SCORE 9

SOUL REAVER 2 STRATEGY/ADVENTURE
Overblown and lacking real excitement – makes the same mistakes as the original
ISSUE 16 SCORE 7

SPACE CHANNEL 5 PARTY/PUZZLER
Groovy dance game set in space and starring the foxy Ulala
ISSUE 19 SCORE 8

SPEED KINGS RACING
Think *Burnout 2* on bikes and you've pretty much got the idea
ISSUE 36 SCORE 8

SPIDER-MAN THE MOVIE PLATFORMER
Essentially a deluxe conversion of the previous PSone Spidey games
ISSUE 22 SCORE 7

SPLASHDOWN RACING
A tough water racer from the makers of ATV delivers the thrills and the spills
ISSUE 14 SCORE 8

SPLINTER CELL STRATEGY/ADVENTURE
Forget *MGS2* – this is the stealth-'em-up you REALLY want to buy!
ISSUE 33 SCORE 9

SPRYO: ENTER THE DRAGONFLY PLATFORMER
Cutesy platformer that has been overtaken by the competition
ISSUE 29 SCORE 6

[illegible] SHOOT-'EM-UP
Spy Hunter is an absolute thrill to play and a testament to the skill of Midway
ISSUE 13 SCORE 9

[illegible] SPORTS
Snowboarding has never been so much fun
ISSUE 2 SCORE 9

[illegible]
More of the same frantic and original racing. If you loved the first one, you'll die for this
ISSUE 16 SCORE 9

STAR TREK VOYAGER: ELITE FORCE FIRST-PERSON SHOOTER
Dark *Star Wars* adventure that unfortunately doesn't add anything new to the genre
ISSUE 29 SCORE 7

STAR WARS: CLONE WARS SHOOT-'EM-UP
Fairly dull game off the back of a disappointing movie .
ISSUE 31 SCORE 5

STAR WARS: RACER REVENGE RACING
Good looking, fast paced and action packed. Easy to complete – one strictly for the kids
ISSUE 20 SCORE 7

[illegible] SHOOT-'EM-UP
Breathtaking spectacle with original story. Buy it now you will, yes! Heh! Heh!
ISSUE 8 SCORE 9

STAR WARS: JEDI STARFIGHTER SHOOT-'EM-UP
A good game, but more an expansion to the original *Starfighter* than a game in itself
ISSUE 21 SCORE 7

STAR WARS: SUPER BOMBAD RACING RACING
All the right ingredients are here but the finished article is lacking any kick
ISSUE 10 SCORE 4

STARSKY & HUTCH RACING
Seventies cop show fun that combines driving and lightgun action!
ISSUE 36 SCORE 8

STATE OF EMERGENCY BEAT-'EM-UP
Relentless carnage, chaos and insane kill count, but can't match *GTAIII* for atmosphere
ISSUE 20 SCORE 7

STITCH: EXPERIMENT 626 PLATFORMER
Disappointing movie cash-in that fails to excite
ISSUE 25 SCORE 5

STREET FIGHTER EX3 BEAT-'EM-UP
An enjoyable yet formulaic fighter that should delight *Street Fighter* fans
ISSUE 4 SCORE 6

STREET HOOPS SPORTS
Very average basketball title which is let down by controls and annoying AI
ISSUE 26 SCORE 6

STUNT GP RACING
Team 17 marks its PS2 arrival with a good port of a poor Dreamcast game. Avoid
ISSUE 16 SCORE 3

STUNTMAN RACING
Slightly linear variation on *Driver* which is addictive and frustrating in equal measure!
ISSUE 24 SCORE 7

SUB REBELLION SHOOT-'EM-UP
Somewhat languid shooter which makes a bit of a change and is surprisingly enjoyable
ISSUE 28 SCORE 7

SUMMER HEAT BEACH VOLLEYBALL SPORTS
The bouncing babes only go so far to rescue a middle-of-the-road volleyball game
ISSUE 37 SCORE 6

SUMMONER STRATEGY/ADVENTURE
A great, if technically flawed, game that offers originality and challenge
ISSUE 4 SCORE 8

SUMMONER 2 STRATEGY/ADVENTURE
Involving swords 'n' sorcery affair with fairly average graphics
ISSUE 28 SCORE 7

SUPER BUST-A-MOVE PARTY/PUZZLER
The puzzle game with balls gets a superb makeover for PlayStation2
ISSUE 3 SCORE 8

SUPERCAR STREET CHALLENGE RACING
Average at best, boring at worst Activision proves it isn't flawless with a ropey racer
ISSUE 16 SCORE 5

SUPERMAN: SHADOW OF APOKOLIPS PLATFORMER
Enjoyable but slightly simplistic take on the cartoon version of the caped superhero
ISSUE 28 SCORE 7

SWING AWAY GOLF SPORTS
A bright, wacky, colour-crazy interpretation of golf. Hole-some fun!
ISSUE 3 SCORE 6

SX SUPERSTAR RACING
'Extreme' sports game that keeps your interest due to an amusing Career mode
ISSUE 37 SCORE 7

TARZAN FREERIDE PLATFORMER
An unofficial sequel to Disney's *Tarzan*, it's slick and playable but too young for many
ISSUE 17 SCORE 7

TEKKEN TAG TOURNAMENT BEAT-'EM-UP
This is more of a compilation than a sequel but it still packs a punch
ISSUE 1 SCORE 8

TEKKEN 4 BEAT-'EM-UP
Improves on previous instalments but doesn't offer anything we haven't seen before
ISSUE 26 SCORE 8

TENCHU: WRATH OF HEAVEN STRATEGY/ADVENTURE
Fantastic third instalment of this promising series
ISSUE 32 SCORE 9

TERMINATOR: DAWN OF FATE STRATEGY/ADVENTURE
A great movie licence does not a great game make – the rule is proved once again!
ISSUE 28 SCORE 4

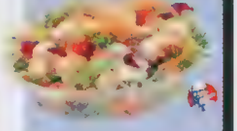
TEST DRIVE OFF-ROAD: WIDE OPEN SPACE RACING
Unrealistic, weak gameplay forces this into the bargain bin – where it should stay
ISSUE 16 SCORE 6

BOOK OF THE MONTH
SUPERMAN/ ALIENS 2: GOD WAR

Just when you thought the crossovers couldn't get any weirder – Superman meets Aliens! Yes, forget all the Aliens vs Predator nonsense, this graphic novel concerns the events that transpire when one of Superman's worst enemies – Darkseid – gets his hands on a spacecraft-load of Aliens and decides to turn them against the residents of New Genesis, a planet which Superman just happens to be visiting. Cue battle on a scale that would have Dean Cain crying like a little girl! *Superman/Aliens 2: Godwar* is available now, from Titan books.

SNACK OF THE MONTH
KFC WARM CHICKEN SALAD

Now ordinarily we'd be dead set against anything that involved lettuce, carrot and tomatoes – it all sounds far too healthy and too much like the sort of thing our mums used to force-feed us when all we really wanted was a good burger! However, we were pleasantly surprised by the KFC Warm Chicken Salad, which consists of crisp salad ingredients, croutons and chunks of coated chicken breast and comes with a choice of three different salad dressings. If the weather's a little hot for burgers, then the KFC salad would definitely be our first choice for summer food!



TEST DRIVE OVERDRIVE RACING
Obscenely average racing game that does absolutely nothing to advance the genre
ISSUE 22 SCORE 5

TETRIS WORLDS PARTY/PUZZLER
Well, it's *Tetris*. Need we say any more? OK then – new features and pretty backgrounds
ISSUE 21 SCORE 7

[illegible]
Dark, violent action adventure that lets you drive round real London streets
ISSUE 30 SCORE 9

THE THING STRATEGY/ADVENTURE
Fairly original concept that manages to create a rather scary gameplay experience!
ISSUE 26 SCORE 8

[illegible]
Play God with a bunch of little people . better than it sounds!
ISSUE 30 SCORE 9

THEME PARK WORLD PARTY/PUZZLER
An excellent title with some inspired gameplay offers a fun experience
ISSUE 3 SCORE 8

THIS IS FOOTBALL 2002 SPORTS
If you've got *FIFA* and *Pro Evolution Soccer* then this is the next football game to get
ISSUE 13 SCORE 7

THIS IS FOOTBALL 2003 SPORTS
Despite an innovative eight-player mode, the controls and speed let it down
ISSUE 27 SCORE 6

THUNDERHAWK: OPERATION PHOENIX SHOOT-'EM-UP
An old classic from the past gets a makeover, one for fans of the original
ISSUE 14 SCORE 6

TIGER WOODS SPORTS
You'll feel like you're actually there without all that tedious walking about!
ISSUE 7 SCORE 8

[illegible]
Great golf game with loads of courses, real players and game modes. A must buy!
ISSUE 29 SCORE 9

[illegible]
The best lightgun game ever gets better on the PS2. Buy it!
ISSUE 14 SCORE 10

TIMESPLITTERS FIRST-PERSON SHOOTER
An old-style first-person blaster with a whole heap of multiplayer goodness
ISSUE 2 SCORE 8

TIMESPLITTERS 2 FIRST-PERSON SHOOTER
Superb time-travelling shooter that succeeds in rivalling the mighty *GoldenEye*!
ISSUE 26 SCORE 10

TOCA RACE DRIVER RACING
Highly anticipated racer with some nice new ideas
ISSUE 25 SCORE 8

TOKYO EXTREME RACER RACING
Although limited this does have a certain charm and originality that warrants attention
ISSUE 12 SCORE 6

[illegible]
The best skate game on any console. Activision proves it is master of the genre
ISSUE 16 SCORE 9

[illegible]
The aging 'boarder returns once more to prove not all sequels are just bland cash-ins!
ISSUE 28 SCORE 9

TOP GEAR DARE DEVIL RACING
A good game to pick up second-hand – this could have been a contender
ISSUE 4 SCORE 7

TOTAL IMMERSION RACING RACING
Tricky racing sim set apart by impressive racer AI
ISSUE 29 SCORE 7

TOUR DE FRANCE: CENTENARY EDITION SPORTS
An exciting prospect for cycle fans. Yawnful tedium for everyone else
ISSUE 37 SCORE 5

TREASURE PLANET PLATFORMER
A mildly original platform adventure that gets let down by a dodgy camera system
ISSUE 27 SCORE 6

TUROK EVOLUTION FIRST-PERSON SHOOTER
Turok the dinosaur hunter finally reaches the PS2 and everyone wonders 'Why?'
ISSUE 26 SCORE 6

TWISTED METAL BLACK SHOOT-'EM-UP
Definitely worth a play or two and it does make an exceedingly good stress reliever
ISSUE 13 SCORE 6

TY THE TASMANIAN TIGER PLATFORMER
Cutesy platform adventure. Entertaining but nothing new
ISSUE 29 SCORE 6

UEFA CHALLENGE SPORTS
A footie game with all the elements, but which rarely produces the goods
ISSUE 11 SCORE 6

UEFA CHAMPIONS LEAGUE 2001/2002 SPORTS
If you already own *Pro Evolution Soccer* this is the next best thing
ISSUE 17 SCORE 8

UNREAL TOURNAMENT FIRST-PERSON SHOOTER
A top PC shooter brought slap-bang up to date on the PlayStation2
ISSUE 5 SCORE 8

[illegible]
Gorgeous-looking rally title with an involving career mode and detailed cars
ISSUE 21 SCORE 9

VAMPIRE NIGHT FIRST-PERSON SHOOTER
Basic and formulaic lightgun game with no new ideas and very short lifespan
ISSUE 20 SCORE 5

VCL: MOTOR MAYHEM RACING
Keep it away mother! It hurts! One of the most mundane games on PS2
ISSUE 16 SCORE 6

VICTORIOUS BOXERS BEAT-'EM-UP
Anyone who loves beat-'em-ups should love *Victorious Boxers*
ISSUE 12 SCORE 8

VIRTUA COP: ELITE EDITION FIRST-PERSON SHOOTER
Two games in one – dated but a lightgun classic!
ISSUE 29 SCORE 8

[illegible]
Best beat-'em-up on the PS2 features fluid action and intuitive controls. A work of genius
ISSUE 19 SCORE 9

[illegible]
The best tennis game on PS2 with amusing game modes and a host of options
ISSUE 29 SCORE 9

WACKY RACES RACING
Sadly, it doesn't seem to quite achieve the level of fun you might expect
ISSUE 10 SCORE 6

WAKEBOARDING UNLEASHED SPORTS
Think Tony Hawk's behind a speedboat – and almost as good!
ISSUE 35 SCORE 8

WAR OF THE MONSTERS BEAT-'EM-UP
3D variation on classic *Rampage*-style gameplay that suffers from lack of longevity
ISSUE 33 SCORE 4

WARRIORS OF MIGHT & MAGIC STRATEGY/ADVENTURE
Another 3DO franchise that is starting to become a little cumbersome
ISSUE 8 SCORE 5

WAY OF THE SAMURAI STRATEGY/ADVENTURE
Great combat and lots of freedom, marred by naff plot and annoying camera angles
ISSUE 26 SCORE 7

WDL: THUNDER TANKS SHOOT-'EM-UP
A great stress reliever this game is the perfect party piece for four-player fun
ISSUE 5 SCORE 7

WEAKEST LINK, THE PARTY/PUZZLER
One of the best quiz and party games on the PS2. Nice idea and loads of questions
ISSUE 16 SCORE 8

WHIRL TOUR SPORTS
Tony Hawk's on a scooter anyone? Er no thanks.
ISSUE 34 SCORE 4

WHO WANTS TO BE A MILLIONAIRE? SECOND EDITION PARTY/PUZZLER
The daddy of pub quizzes makes a welcome debut on the PS2
ISSUE 17 SCORE 7

WILD ARMS 3 STRATEGY/ADVENTURE
Fairly average RPG set in the Wild West
ISSUE 32 SCORE 7

WILD WILD RACING RACING
Some solid gameplay that is let down only by an overly harsh learning curve
ISSUE 2 SCORE 7

[illegible] SPORTS
Without doubt the ultimate football simulation
ISSUE 9 SCORE 9

WINTER X GAMES SNOWBOARDING (ESPN) SPORTS
Great snowboarding sim action for the fanatics who can't roam the slopes
ISSUE 3 SCORE 8

[illegible]
The *Wipeout* series reaches its peak? This is certainly the best game of the lot so far
ISSUE 18 SCORE 9

WORLD CHAMPIONSHIP SNOOKER 2002 SPORTS
If you can't be bothered to visit the snooker hall then *WCS* fills the gap perfectly
ISSUE 13 SCORE 7

[illegible] SPORTS
Ultra-realistic snooker title with a great pool mode to boot!
ISSUE 36 SCORE 9

WORLD RALLY CHAMPIONSHIP RACING
Sony delivers a polished and unique rally game with possibly the best handling to date
ISSUE 16 SCORE 8

WORMS BLAST PARTY/PUZZLER
Capable enough puzzle game that lacks the frantic and witty chaos of previous titles
ISSUE 20 SCORE 7

WRECKLESS: THE YAKUZA MISSIONS RACING
Should've been Crazy Taxi with guns. but it's not!
ISSUE 28 SCORE 4

WWE CRUSH HOUR SHOOT-'EM-UP
Wrestlers driving vehicles *Twisted Metal*-style – 'nuff said
ISSUE 36 SCORE 5

[illegible]
The latest in the wrestling series provides more than wrestling fans could ever hope for
ISSUE 28 SCORE 9

WWF SMACKDOWN! JUST BRING IT BEAT-'EM-UP
Sweaty men, small pants and stacks of moves. Little has changed from the PSone version
ISSUE 15 SCORE 8

X-MEN 2: WOLVERINE'S REVENGE STRATEGY/ADVENTURE
Promising stealth adventure which is a little on the linear side
ISSUE 34 SCORE 7

X SQUAD SHOOT-'EM-UP
A fast, fun game full of action, but lacking any real depth or longevity
ISSUE 3 SCORE 6

ZOE SHOOT-'EM-UP
An elegantly presented and enjoyable shoot-'em-up that comes with an *MGS2* demo!
ISSUE 7 SCORE 8

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Top10

1 **50 Cent** In Da Club	Pwtone indaclub	6 **Nelly** Dilemma	Pwtone Dilemma
2. **The Simpsons** (Tv Theme)	Pwtone Simpsons	7. **Christina Aguilera** Dirrty	Pwtone Dirrty
3. **Milk Inc.** Walk On Water	Pwtone Walkonwater	8 **Beverly Hills Cop** Axel F.	Pwtone Axel
4. **Eminem** Lose Yourself	Pwtone Loseyo	9. **Red Hot Chili Peppers** By The Way	Pwtone bytheway
5 **Scooter** Ramp(The Logical Song)	Pwtone Ramp	10 **Avril Levigne** Skater Boy(Sk8Er Boi)	Pwtone Skaterboy

The Simpsons Itchy And Scratchy	Pwtone itchy	**P.Diddy And The ...** Bad Boy For Life	Pwtone badboyfor	**Deftones** Minerva	Pwtone Minerva	**Panjabi Mc** Mundian To Bach Ke	Pwtone Mundian
Benny Hill Show ... Yakety Sax	Pwtone Benny	**Mortal Kombat** (T...Time To Fight	Pwtone Timetofight	**Eminem** Rabbit Run	Pwtone Rabbitrun	**Godfather** (Movie Teme)	Pwtone Godfather
Mission Impossible (Movie Theme)	Pwtone Missionim	**Kelly Osbourne** Papa Don't P...Sch	Pwtone Papakelly	**Austin Powers** (Movie Theme)	Pwtone Austinpow	**Westlife** Written In The Stars	Pwtone Writtenstar
Paul Sean Get Busy	Pwtone Getbusy	**Mickey Mouse March**	Pwtone Mickeym	**Jennifer Lopez** All I Have	Pwtone Allihave	**Coolio** Gangstas Paradise	Pwtone Ganstaspara2
Las Ketchup The Ketchup Song	Pwtone Ketchup1	**Big Brovaz** Nu Flow	Pwtone Nuflow	**P.O.D** Sleeping Awake	Pwtone Matrixpod	**Suede** Beautiful Ones	Pwtone Beatifulones
Busta Rhymes Fea... I Know What ...	Pwtone iknowwhat	**The Roots** The Seed	Pwtone Theseed	**Scooter** Nessaja	Pwtone Nessaja	**Ian Van Dahl** Castles In The Sky	Pwtone Castleiin
Radiohead There,There	Pwtone Therethere	**Garbage** I Think Im Paranoid	Pwtone ithink	**Coldplay** Clocks	Pwtone Clocks	**Guns N' Roses** November Rain	Pwtone Novembrain
Jay-z Feat.Beyon... Bonnie&Clyde	Pwtone Bonnieclyde	**Christina Aguilera** Fighter	Pwtone Fighter	**Linkin Park** Faint	Pwtone Faint	**Busted** You Said No	Pwtone Youseidno
Final Fantasy 10 Suteki Da Ne	Pwtone Suteki	**Metallica** St Anger	Pwtone Stanger	**Lord Of The Rings** Two Towers	Pwtone Twotowers	**Nickelback** How You Remind Me	Pwtone Howyouremind
Alien Ant Farm Smooth Criminal	Pwtone Smoothcrimi						
Robbie Williams Feel	Pwtone Feel						

NOKIA models, which can receive ringtones (except 5146). **SAMSUNG** SGH-T100, SGH-R210s

Start a text message and punch in the ordercode i.e. PWTONE RAMP Send it to number **88120**

LOGOS > £1,20

Eyeball mental nosh — And Monday turns into Friday.

Top8

Pwlogo idontcare	Pwlogo Yintnib	Pwlogo Kinky	Pwlogo Wacky	Pwlogo Pornstar	Pwlogo Dragon2	Pwlogo Dolphins1	Pwlogo Attitude1

Pwlogo bugs2	Pwlogo Topsecret3	Pwlogo butterfly3	Pwlogo Tiger2	Pwlogo Lovechain	Pwlogo Blond...!	Pwlogo Eyeeyes	Pwlogo Footprints	Pwlogo Denial	Pwlogo Elf1	Pwlogo Whatsup	Pwlogo batman
Pwlogo Fighter	Pwlogo Washing	Pwlogo Japanese	Pwlogo Dragon2	Pwlogo Heartying	Pwlogo Reason	Pwlogo Unreal	Pwlogo Matrix1	Pwlogo Star2	Pwlogo Spark	Pwlogo Tribalring	Pwlogo Surprised

NOKIA models, which can receive logos (except 5146). **SAMSUNG** SGH-T100

EMS-compatible mobiles e.g. **Ericsson**, **Motorola**, **Siemens** Replace keyword PWLOGO with ELOGO See sample > > > > > > > > > > >

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Let them know how you feel — Break the ice with a picture message.

Top8

Pwpic Horny	Pwpic Happens	Pwpic Justsay	Pwpic Missmuch	Pwpic Rude	Pwpic Girls	Pwpic Supple	Pwpic bunnychic

Pwpic Forlove	Pwpic Wzup	Pwpic Uareshot	Pwpic Whatsup1	Pwpic Lothr	Pwpic Message	Pwpic Talkintome	Pic Funscull	Pwpic Ff	Pwpic Painkiller	Pwpic Tribaltattoo	Pwpic imissu
Pwpic Flameskull	Pwpic Cutedog	Pwpic Dreaming	Pwpic Dragon4	Pwpic Love	Pwpic Pikasorry	Pwpic barbie	Pic Heartagram	Pwpic Evanescence	Pwpic Vicecity	Pwpic Whocares1	Pwpic Friendsever

NOKIA models, which can receive picture messages (except 5146). **SAMSUNG** SGH-T100, SGH-R210s **MOTOROLA** T720(i), C350

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Pwwp body	Pwwp Frog	Pwwp Neo	Pwwp Piglets2	Pwwp Dolphins	Pwwp Flames	Pwwp Fireskull	Pwwp Cobweb	Pwwp Tiger2	Pwwp Smiley

Pwwp bmw	Pwwp buldog
Pwwp Football	Pwwp Evanescence
Pwwp Oops1	Pwwp Metallica
Pwwp Pink	Pwwp Fantasygirl
Pwwp Ying-yang2	Pwwp Nusmaking
Pwwp Dragon	Pwwp Reggae

NOKIA 3510i, 3650, 5100, 6100, 6610, 6800, 7210, 7250, 7650, MOTOROLA T720(i), SIEMENS S55.

Start a text message and punch in the ordercode i.e. PWWP KISSME Send it to number **88120**

You will receive a reply **"1 service message received"**, select **"Show"**, **"Options"** and **"Retrieve"** Your phone will make a WAP connection and will download the Wallpaper. When you receive the image, press **"Options"** and then select **"Save"** (to view the image select **"Open"**)

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50 Cent In Da Club	Pwpoly Daclub
Red Hot Chili Peppers Can't Stop	Pwpoly Cantstop

Christina Aguilera Fighter	Pwpoly Fighter	**Tomcraft** Loneliness	Pwpoly Loneliness	**Madonna** Hollywood	Pwpoly Hollywood
Boney M Daddy Cool	Pwpoly Daddycool	**Nelly** Dilemma	Pwpoly Dilemma	**The Roots** The Seed	Pwpoly Seed
Robbie Williams Feel	Pwpoly Feelrob	**Austin Powers** (Movie Theme)	Pwpoly Austinp	**Coldplay** Clocks	Pwpoly Clocks
Theme The Simpsons	Pwpoly Simpsons	**Eminem** Without Me	Pwpoly Witheminem	**Black Sabbath** Paranoid	Pwpoly Paranoid
Darude Sandstorm	Pwpoly Sandstorm	**Scooter** Ramp	Pwpoly Ramp	**Sean Paul** Get Busy	Pwpoly Getbusy
Nirvana Smells Like Teen	Pwpoly Smelslike	**Boomkat** The Wreckoning	Pwpoly Thewreckoning	**Audioslave** Cochice	Pwpoly Cochice
Theme 8 Mile	Pwpoly 8Mile	**Justin Timberlake** Rock Your Body	Pwpoly Yourbody	**Las Ketchup** The Ketchup Song...	Pwpoly Ketchup1

Read instructions carefully before making your order

Operators charge for the data call.

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Start a text message and punch in the ordercode i.e. PWPOLY PINK Send it to number **88120**

> You will receive a bookmark. Select **"View"**. Then select: **"Options"**>**"View"**>**"Save"**. Select the correct bookmark >**"Options"**>**"Go to"**. Your phone will make a WAP connection. Select **"Accept"**>**"Options"**>**"Save"**

S -signed tones work also with **SIEMENS** and **SonyEricsson** mobiles.

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> You will receive a bookmark Use the bookmark to download your chosen tone.

Prices: O2, Orange, Vodafone and **T-mobile £1.20** inc. **VAT** (T-mobile: You'll also incur your outgoing SMS charge of max 10p and WAP charges.)
The full list of compatible mobiles can be found on www.boome.co.uk. If you are not sure your mobile is compatible, please check your mobile manual.

If you type an incorrect code you will receive an error message for which you will be billed O2/Orange/Vodafone/T-Mobile £1.20
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Exclusive look at the latest Syphon Filter game from Sony, plus every big game from Electronic Arts, including FIFA 2004 and James Bond Everything Or Nothing.

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SYPHON FILTER: THE OMEGA STRAIN

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Pro Evolution Soccer 3 first screens & full Club Football feature.

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PLAYSTATION®2

PLAY

プレイステーション

PLAYTEST:

FIRE WARRIOR WARHAMMER 40,000 » WWE SMACKDOWN! HERE COMES THE PAIN » MEDAL OF HONOR: RISING SUN » COLIN MCRAE RALLY 4 » FIFA 2004 » TIME CRISIS 3 » BROKEN SWORD: THE SLEEPING DRAGON » BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS » SPY HUNTER 2 » JAMES BOND: EVERYTHING OR NOTHING » LORD OF THE RINGS, THE RETURN OF THE KING » SSX3 » GHOSTHUNTER » INDIANA JONES AND THE EMPEROR'S TOMB » THE GREAT ESCAPE » THE ITALIAN JOB » HARDWARE

ISSUE No 38

MINI PowerStation

100% PlayStation 0% fair

STARSKY AND HUTCH MISSION GUIDE

BOSS GUIDE

THE HULK

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FREE SONG & EXTRA SKINS

FREESTYLE METAL X PAGE 104
MORE CASH, RIDERS AND BIKES!

FUTURAMA PAGE 104
ALL LEVELS AND EXTRAS

CHAOS LEGION PAGE 105
EXTRA DIFFICULTY SETTINGS

DIE HARD VENDETTA PAGE 105
INVINCIBILITY AND MORE!

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ESSENTIAL ONLINE GUIDE

STARSKY & HUTCH PAGE 110
CATCH THE BAD GUYS!

THE HULK PAGE 112
BOSSES SMASHED!

TURN OVER

MUSIC 3000

Cheats? In a music game? Preposterous, we hear you cry! Not so, as the following codes allow you to gain some special hidden skins for the layout of the game as well as a bonus tune. Enter the codes on the main title screen and a message confirms correct entry.

CODES

FREE SONG
SELECT, ↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →

EXTRA SKIN 1
SELECT, ←, →, ←, →, ←, →, ←, →, ←, →, ←, →

EXTRA SKIN 2
SELECT, ←, ←, →, →, ←, ←, →, →, ←, ←, →, →

EXTRA SKIN 3
SELECT, ←, ←, ←, →, →, →, ←, ←, ←, →, →, →

EXTRA SKIN 4
SELECT, ←, ←, ←, ←, →, →, →, →, ←, ←, ←, ←

FREESTYLE METAL X

It's got bikes. It's got rock. It's got girls. And now you have cheats. So, enter the codes below while in the cheats menu and get down and dirty with our favourite bike game of the moment.

CODES

ONE MILLION DOLLARS
sugardaddy

ALL LEVELS UNLOCKED
universe

ALL RIDERS AND BIKES UNLOCKED
dudemaster

ALL SONGS UNLOCKED
hearall

ALL BIKE PARTS AVAILABLE
garageking

ALL SPECIAL STUNTS UNLOCKED
fleximan

ALL OUTFITS REVEALED
johnnye

ALL VIDEOS UNLOCKED
watchall

ALL POSTERS AND PHOTOS
seeall

FUTURAMA

You stink. Bender's great. Deal with it. Well, for once you should ignore that lovable alcoholic robot because we have masses of cheats and level codes to get you through *Futurama*. Enter these codes during gameplay to unlock all the levels and extras. Simply hold L1 + L2 and then type in the following codes:

INFINITE HEALTH
↓, ○, △, ↓, ○, △, ○, ○, □, ↑, SELECT

INFINITE AMMO
↓, ○, △, ↓, ○, △, ✕, ○, □, →, SELECT

INFINITE LIVES
↓, ○, △, ↓, ○, △, □, ○, □, ↓, SELECT

INFINITE CHARGE
↓, ○, △, ↓, ○, △, □, ○, □, ←, SELECT

IMMORTALITY
↓, ○, △, ↓, ○, △, ○, ○, □, △, SELECT

UNLOCK ALL EXTRAS
↓, ○, △, ↓, ○, △, ○, ○, □, ○, SELECT

LEVEL CODES

PLANET EXPRESS
↓, ○, △, ↓, ○, △, □, ○, ↑, ↑, SELECT

SEWERS
↓, ○, △, ↓, ○, △, □, ○, ↑, →, SELECT

SUBWAY
↓, ○, △, ↓, ○, □, □, ○, ↑, ↓, SELECT

OLD NEW YORK
↓, ○, △, ↓, ○, △, ○, △, ↑, ←, SELECT

RED LIGHT DISTRICT
↓, ○, △, ↓, ○, △, ○, □, ↑, △, SELECT

UPTOWN
↓, ○, △, ↓, ○, △, ○, □, ↑, ○, SELECT

NEW NEW YORK
↓, ○, △, ↓, ○, △, ○, □, ↑, ✕, SELECT

CANYON
↓, ○, △, ↓, ○, △, ○, □, →, ↑, SELECT

MINE
↓, ○, △, ↓, ○, □, □, ○, →, →, SELECT

MINE TUNNEL
↓, ○, △, ↓, ○, □, □, □, →, ↓, SELECT

JUNKYARD 1
↓, ○, △, ↓, ○, □, □, □, →, ←, SELECT

JUNKYARD 2
↓, ○, △, ↓, ○, □, □, □, →, △, SELECT

JUNKYARD 3
↓, ○, △, ↓, ○, △, □, □, →, ○, SELECT

MARKET SQUARE
↓, ○, △, ↓, ○, △, □, △, ↓, ↑, SELECT

LEFT WING
↓, ○, △, ↓, ○, △, □, ○, ↓, →, SELECT

RIGHT WING
↓, ○, △, ↓, ○, △, ○, ○, ↓, ↓, SELECT

TEMPLE COURTYARD
↓, ○, △, ↓, ○, △, ○, □, ↓, ←, SELECT

INNER TEMPLE
↓, ○, △, ↓, ○, △, ○, □, ↓, △, SELECT

BOGADS SWAMP
↓, ○, △, ↓, ○, △, ○, □, ←, ↑, SELECT

MOM'S HQ - BENDER
↓, ○, △, ↓, ○, △, ○, □, □, ↑, SELECT

MOM'S HQ - LEELA
↓, ○, △, ↓, ○, △, ○, □, □, →, SELECT

MOM'S HQ - FRY
↓, ○, △, ↓, ○, △, ○, □, □, ↓, SELECT

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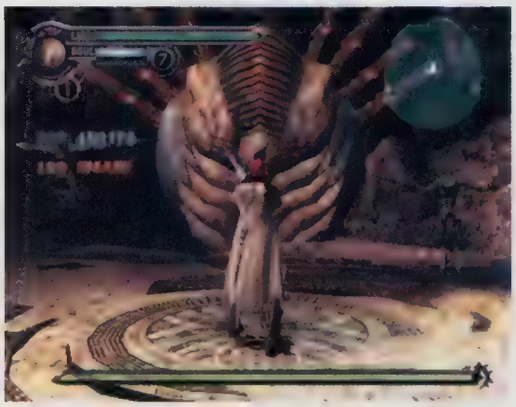
0906 9060376
Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill, before calling. Operating hours seven days a week, from 8am till 11pm. If you have any queries call the customer helpline on 0870 739 7682.



CHAOS LEGION

Like many Capcom games, *Chaos Legion* likes to reward players clever enough to complete it – by giving them a harder difficulty setting! As if things weren't tricky enough first time round. Still, if you want to be one of the elite few, then these bonuses may spur you on:

HARDER DIFFICULTY SETTING
Successfully complete the game under the normal difficulty setting to unlock the hard difficulty setting.

SUPER DIFFICULTY SETTING
Successfully complete the game under the hard difficulty setting to unlock the super difficulty setting.

PLAY AS ARCIA
Successfully complete the game under the normal difficulty setting.

BONUS OPTIONS
Successfully complete the game under any difficulty setting to unlock the 'Extra Menu', 'Liv Special PV' and 'Total Results' options at the main menu.

SUMMER HEAT BEACH VOLLEYBALL

If you would rather be on the real beach than a virtual one, you should try some of the following cheats to stop you from spending the whole summer indoors. To activate the cheats, go into the Options screen, then Game Options and then into the Cheat menu. A voice will confirm entry. Then you'll have more bikinis and hidden characters to ogle than is good for your health!

ALL CHARACTERS
PEEPS
ALL LOCATIONS
80DAY
ALL ACCESSORIES
WERIT
ALL SWIMSUITS AND SHORTS
GREED
ALL BEACH HOUSE BONUSES
MYPAD
ALL MINI-GAMES
MAJOR
ALL DIFFICULTY SETTINGS
CHAMP
DISABLE ARROWS
WHINE
SUN BALL
HOT 1
NERD BALL
GOLEM
COCONUT BALL
MILKY
LOW GRAVITY
SPACE
HIGH GRAVITY
ZIPPY
SPINNING HEAD
EXOSZ
NAILS MODE
NAILS
HIGH PITCHED VOICES
MOUSE
LOW PITCHED VOICES
HORSE
ALL FMV SEQUENCES
MUSAK
ALL TRAILERS
GAMON

DIE HARD VENDETTA

Ho, ho, ho. Now you can have more than just a machine gun, thanks to these useful cheat codes for *Die Hard Vendetta*. Enter the following at the main menu. A message at the bottom of the screen will confirm you've entered it properly. Yippee ki yay!

INVINCIBILITY
L1, R1, L1, R1, L1, R1, L1, R1

FLAME ON
○, △, □, ○, △, □

LIQUID METAL TEXTURES
□, △, ○, □, △, ○

BIG HEADS
R1, R1, L1, R1

SMALL HEADS
L1, L1, R1, L1

PIN HEADS
□, ○, △, □, ○, △

EXPLODING FISTS
⇨, ⇨, △, □, ○, ⇨, ⇨

HOT FISTS
⇦, ⇦, ○, □, △, ⇦, ⇦

HERO MODE
Press L1 + △ with a full special meter.

Providing Every Cheat You'll Ever Need
CHEATS UNLIMITED
A SIMPLE CALL AND YOU'VE GOT THE CHEAT
TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS
CALL ME 24/7
I'VE GOT WHAT YOU NEED!
Plus Many More...
AGED 16 OR OVER, CALL THIS NUMBER NOW
09066 093 430
AGED UNDER 16, CALL THIS NUMBER
09066 096 190
NON-UK CALLERS: +44 700 590 7575
24hr Customer Service: (Freephone) 0800 081 6000

ONLINE GUIDE

SOCOM US NAVY SEALS

The one-player game is tough, but when you log into the online multiplayer you'll be in a world of hurt if you don't know what you're doing. So, without further ado, let P2 guide you through the online world of *SOCOM: US Navy SEALs*. Bravo run to Delta. Fire at will!

GETTING STARTED

We'll assume that you know how to get online with your PS2 and so cut straight to getting into a game. You need to choose what game to join, and fortunately there are usually a few going with empty spaces. Pick what side you want to be, unless there's only one space left, and then choose your weapon. If the game is already in full flow then you won't be able to take part until the next one starts. This shouldn't take more than a few minutes and you should use the opportunity to check out your team mates to see who knows what they're doing and who doesn't. Also try to suss out their tactics by watching their movements and listening to their chatter via the headset (unless, of course, they're talking about something completely unrelated!). Once one side wins the next game will start and you'll be in the thick of it.

MISSION TYPES

There are three different mission types in *SOCOM Online*, each with very different ways to play…

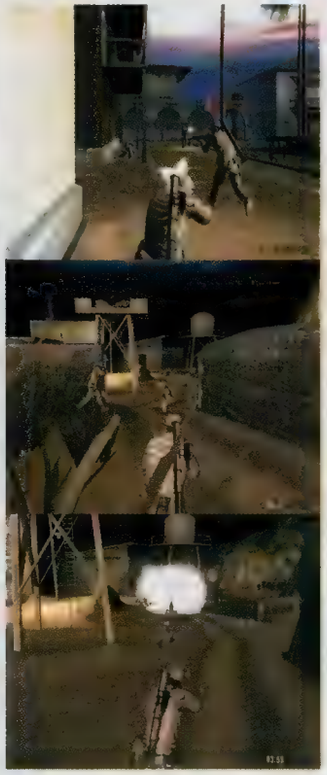
SUPPRESSION

This is the closest thing to a deathmatch you'll find in *SOCOM* and the only objective is to kill all members on the other team. It's not so important that the team works together in this type of mission, but it's beneficial if they do. The way to play this is all down to the type of people taking part. If they're mostly gung-ho types who just run around with guns blazing then you can surprise them by finding some good cover and taking pot-shots with a sniper rifle. If you'd rather get into the action, pick a weapon with lots of stopping power so that if you get into a firefight you have more chance of coming out on top. If the people playing are more serious and like to work as a team then follow suit and listen to what they're saying, as the headset chatter usually involves details of their positions and the positions of the enemy. Also, if someone asks for help such as covering fire, give it if you can; you never know when you might need them to return the favour!

TEAM BUILDING

If you want to play seriously then you need a proper team, meaning not everyone has the same weapons. This goes for both sides when putting a team together and you'll have a much better chance of victory if you have a good variety of weapons suited for every situation. When choosing your character there are four on each side each with a different set of weapons, so if you can all agree as a team then two of each character (if there are eight of you playing) would be ideal in most situations.

However, if you want to change your weapons then there are plenty to choose from, a couple of which are shared by both sides but most that are only available to one or the other.



EXTRACTION

This is the only mission type where the objective is very different depending on which side you're on. If you're a SEAL then you need to rescue a group of hostages from the Terrorists. If you're a Terrorist then you need to stop that from happening by killing all the SEALs. As SEALs, split the team up and approach the hostages from different sides (if possible) to make them harder to defend. Check your fire when you get near the hostages, as you don't want to kill them by mistake. If playing as a Terrorist then some of the team should remain with the hostages to fend off any rescue attempts, while the rest look for the SEAL team. Depending on which level you're playing on it may be wise for those not guarding the hostages to search for the SEALs individually, so if one finds them it can be reported to the rest who can then converge on his position. Oh... and don't think of cheating by killing the hostages so they can't be rescued, because if you kill them it counts as a rescue for the SEALs and you'll lose the game!

DEMOLITION

As the name suggests, this involves blowing something up. There's one bomb on the map and the SEALs and the Terrorists both have home bases. The object is to grab the bomb and use it to blow up the opposition's base. The bases have flashing floors so they aren't difficult to spot. The best method here is to split the team up, with some staying back at the base to defend it and the rest going for the bomb. Once one team member has the bomb the rest should give him cover as he goes to the enemy base to set it. A good idea is to set claymores around your base to fend off incoming enemies, but expect them to do the same thing in their territory. Also watch out for snipers covering the area around the base from somewhere secluded. It's worth remembering that you don't have to blow up the enemy base to win, you can just kill them all instead. If you decide to play it that way try to get the whole team positioned defensively around your base and shoot anyone who comes near.

PRIMARY WEAPONS

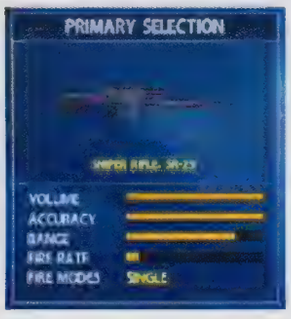
Name: **HK5**
Type: Sub machine gun
Side: SEAL
Description: An all rounder that's a good weapon for beginners.

Name: **HK5 SD**
Type: Sub machine gun
Side: SEAL
Description: A silenced version of the HK5.

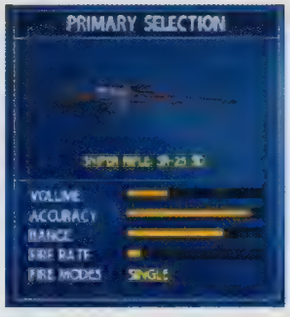
Name: **M14**
Type: Rifle
Side: Both
Description: An accurate but loud rifle with a low rate of fire.

Name: **M40A1**
Type: Sniper rifle
Side: Both
Description: A highly accurate long range rifle but loud and with only a single shot.

Name: **M63A**
Type: Machine gun
Side: SEAL
Description: A loud but very rapid-firing weapon.



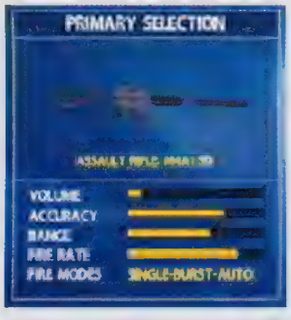
Name: **SR-25**
Type: Sniper rifle
Side: SEAL
Description: A very loud, very accurate rifle that's only a single shot.



Name: **SR-25 SD**
Type: Sniper rifle
Side: SEAL
Description: A silenced version of the SR-25 that has slightly lower accuracy.

Name: **M87ELR**
Type: Sniper rifle
Side: SEAL
Description: A long range, but loud, single shot rifle.

Name: **M4A1**
Type: Assault rifle
Side: SEAL
Description: Loud, accurate and rapid firing, good for fire fights.



Name: **M4A1 SD**
Type: Assault rifle
Side: SEAL
Description: A silenced version of the M4A1, with lower accuracy and range.

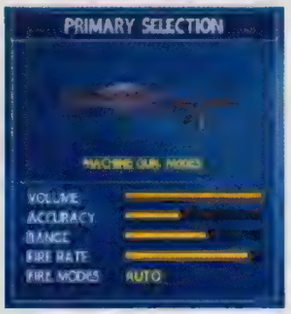
Name: **M16A2**
Type: Rifle
Side: SEAL
Description: Accurate but only at short ranges.

Name: **AK-47**
Type: Rifle
Side: Terrorist
Description: Rapid firing but not very accurate.

Name: **AKS-74**
Type: Rifle
Side: Terrorist
Description: A good all rounder that's useful in fire fights.

Name: **552**
Type: Assault rifle
Side: Terrorist
Description: Similar to the AKS-74 but with slightly more range.

Name: **9mm Sub**
Type: Sub machine gun
Side: Terrorist
Description: Great for close range fire fights.



Name: **M60E3**
Type: Machine gun
Side: Terrorist
Description: Very loud but with a great rate of fire.

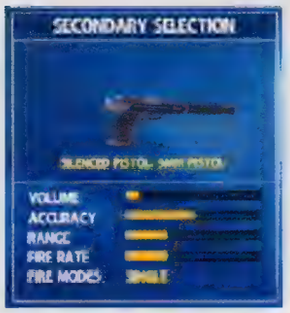
Name: **M82A1A**
Type: Sniper rifle
Side: Terrorist
Description: Fantastic range and accuracy but very loud.

Name: **F90**
Type: Sub machine gun
Side: Terrorist
Description: Extremely rapid firing but best at close range.

SECONDARY WEAPONS

Name: **Mark 23 SD**
Type: Silenced pistol
Side: SEAL
Description: Only really effective at close range.

Name: **226**
Type: Pistol
Side: SEAL
Description: A good all rounder but no good for stealth.



Name: **9mm Pistol**
Type: Silenced pistol
Side: SEAL
Description: Quiet but only effective at close range.

Name: **Model 18**
Type: Automatic pistol
Side: Terrorist
Description: Rapid firing but with poor accuracy.

Name: **F57**
Type: Pistol
Side: Terrorist
Description: A good mid-range pistol with a slow rate of fire.

Name: **M9**
Type: Pistol
Side: Terrorist
Description: A good all rounder with reasonable accuracy.

Name: **DE .50**
Type: Pistol
Side: Terrorist
Description: Loud and inaccurate but with great stopping power and good range.

EQUIPMENT

EQUIPMENT SELECTION
This powerful grenade sends a blast of shrapnel hurling outward from the explosion, making it a deadly area effect weapon.

Name: **M67**
Type: Grenade
Side: Both
Description: A powerful grenade that sends shrapnel flying.

EQUIPMENT SELECTION
The damage from a HE grenade is caused by the concussive force of the explosion, which allows destruction of objects as well as enemy personnel.

Name: **HE**
Type: Grenade
Side: Both
Description: A concussion grenade that destroys objects as well as personnel.

EQUIPMENT SELECTION
Creates a large cloud of white smoke when activated, which can be used for signalling other units and screening movement.

Name: **AN-M5**
Type: Grenade
Side: Both
Description: Emits a cloud of white smoke to conceal you or signal to team mates.

EQUIPMENT SELECTION
A non-lethal grenade designed to incapacitate its target through blinding light and loud noise. Also known as a stun grenade.

Name: **Mark141**
Type: Grenade
Side: Both
Description: This non-lethal grenade is also known as a Stun or a Flash.

EQUIPMENT SELECTION
A lethal anti-personnel weapon, the Claymore fires a cloud of small, shot like pellets through the air when detonated by the player.

Name: **Claymore**
Type: Mine
Side: Both
Description: Lethal anti-personnel mine that kills anyone nearby.

EQUIPMENT SELECTION
This auxiliary item increases the number of rounds for the player's primary and secondary weapons.

Name: **Double ammo**
Type: Equipment
Side: Both
Description: Doubles the amount of ammo you take into battle with you.

LEVEL GUIDE

STARSKY & HUTCH

Have you brought your steering wheel, lightgun, flares and cardigan? You have? Are you still having difficulty completing *Starsky & Hutch*? You are? Well, thanks to P2 here's a complete guide to all the missions, as well as the locations of all the key fobs and Huggy tokens. So switch on your flashing red light, start your jive talkin' and put your foot down!

SPECIAL ITEMS

When you aren't popping caps in the asses of bad guys, it's extremely worthwhile turning your attention to the Special Item symbols that litter each level. More importantly, it's worth learning how all the various goodies can help you out...

VR BOOST

The VR Boost is vital to keep the viewer rating high (and you in the game). The higher your VR Rating at the end of the level, the better your score.

TURBO

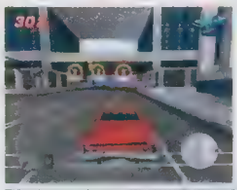
The Turbo offers a blast of speed to help catch up with escaping crooks. It's also extremely handy when taking part in the race TV Special.

SUPER GRIP

The Super Grip icon offers your car extra grip for taking sharp corners and avoiding those civilians.

SIREN

Shoot the Siren symbol and it will stop civilian traffic. It will also halt the Viewer Rating counter from decreasing for a limited period of time.



DAMAGE X2

When you pick up the Damage x2 icon, all of your shots will cause twice the damage to the villain's car. Be careful using it when you have to protect cars though!

GUN JAM

Shooting the Gun Jam symbol will stop your enemies from shooting at you for a while, allowing you to get stuck in and cause some serious damage to them.

SPECIAL EVENT

Driving through or shooting a Special Event icon triggers a spectacular stunt that not only slows down your target, but looks pretty cool too!

EXTRA WEAPONS

Finding new weapons allows you to cause extra damage or increase your accuracy.

SEASON ONE

EPISODE 1 – FAST CARS

Your primary goal for this episode is to chase down the blue coupe and keep shooting it until it crashes to a halt. Whilst driving you need to crash into as many cardboard boxes as possible to achieve the secondary goal.

KEY FOB: After grabbing the first Huggy Token, turn around and chase back up the street, then drive across the pedestrian footbridge on the right to grab the Key Fob.

HUGGY TOKEN 1: After leaping through the building, follow the coupe for a couple of blocks, then ride along the ledge on the left beside the Sheldon Building. Keep your speed up and you can jump over to collect the first Huggy Token.

HUGGY TOKEN 2: After driving down the alley with cardboard boxes a second time, continue to follow the coupe and it will drive down another small alley and then through a shop window. Search the grass verge just to the right to collect the second Huggy Token.

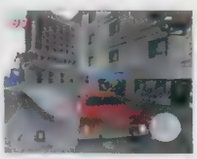
EPISODE 2 – SPECIAL WITHDRAWAL

Get yourself to the bank quickly, then chase the black van and prevent it from reaching the city limits. Your secondary task here is to shoot at least 20 gas canisters as you drive around the city.

KEY FOB: Once chasing the van, blast the double damage power-ups near the traffic lights, then drive straight into the small car park under the building to find the next Key Fob.

HUGGY TOKEN 1: Leap over the jump at the very start of the level and you should land almost on top of the first Huggy Token. Make sure you collect it before driving over to the bank.

Huggy Token 2: The second Huggy Token is found inside a small coffee shop on the corner. This is located very near to a special event power-up and just past the new weapon pick-up.



EPISODE 3 – BAY CITY HEATWAVE

Your primary goal for this episode is to chase down the white coupe responsible for the armed robbery at the Gas 'N' Go. Near the end you will enter a junkyard and must shoot all the gangsters to achieve the secondary goal.

KEY FOB: Blast the barrels in the small fenced area opposite the entrance to the junkyard and you can find the key hidden behind.

HUGGY TOKEN 1: As you chase the car you'll pass the coffee shop where you found Huggy Token 2 on the previous mission. Keep going along the street and ride the small ledge beside St Mary's department store to collect the next token.
Note: If the suspect doesn't drive past this shop, the Token can be found near the railway station

HUGGY TOKEN 2: As you near the junkyard you'll drive past a roller disco, and the second token can be found inside. Look for a weapon pick-up just outside the door if you have trouble finding it.

EPISODE 4 – MIDDLE MAN

Your primary goal for this episode is to chase down the brown coupe and blast it until it crashes to a halt. Whilst driving you need to take out the blue coupe to complete the secondary goal.

KEY FOB: Jump over the bridge at the start, then turn hard left and smash through Deb's Café window. The Key can be found on the waste ground on the other side of the shop.

HUGGY TOKEN 1: As you drive down the steps towards Central Park you'll see the first Huggy Token near the fountain. Take a slight detour across the grass to collect it.

HUGGY TOKEN 2: As you near the city limits you can find the second Huggy Token under a small walkway outside an office building. Look out for a viewer boost and stay close to the building.

EPISODE 5 – SQUEALING PIGGY

Your goal for this episode is to protect the unmarked car from all danger and follow them to the safe house. Whilst driving you need to blast at least ten Special Event icons as you drive around the docks to drop the containers and achieve the secondary goal.

KEY FOB: As you near the exit to the docks, look out for a small passage between the containers on the right. Drive through the pipe and take the jump at full speed to collect the Key.

HUGGY TOKEN 1: Leap over the top of the freeway and you can find the first Huggy Token above the bridge.

HUGGY TOKEN 2: Once the blue car appears to chase Louie, follow it to the next dockside area, then turn left onto the train tracks and you will collect the second Huggy Token in mid-air.

EPISODE 6 – A LITTLE MAYHEM

This is the first Boss chase and Carlton Breezy drives a pretty fast limo. Take him down whilst leaping as many car transporters as possible to achieve both objectives.

KEY FOB: The Keys are hidden inside the underground car park. Turn left as you enter, then look behind the wall to find them.

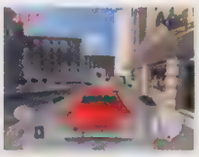
HUGGY TOKEN 1: After exiting the car park, follow the limo straight up the street ahead, then turn the corner and look on the grass verge on your right for the first Huggy Token.

HUGGY TOKEN 2: Take the steep bending ramp next to the large building and keep yourself straight through the jump. The second Huggy Token can be found beside the landing zone.

SEASON TWO

EPISODE 1 – NOT SO EASY RIDER

Your primary goal for this episode is to chase down the yellow trike and blast it until it crashes. Whilst driving you need to ensure that your shooting accuracy remains above 75% to achieve the secondary goal.



KEY FOB: The Keys can be found on the ledge beside St Mary's department store, where you found a Huggy Token in an earlier episode.

HUGGY TOKEN 1: At the very start, quickly turn around and you can see the first Huggy Token. Use the ramp to jump up on top of the parked lorry and collect it.

HUGGY TOKEN 2: As you chase the trike you'll notice the second Huggy Token high above a bridge. Keep chasing the trike along the wasteground and you can find a jump that will enable you to get to it.

EPISODE 2 – SWANN DIVE

Your primary goal for this episode is to chase down the yellow taxi and rescue Eddie Swann. Whilst driving you need to crash into 50 cardboard boxes to achieve the secondary goal.

KEY FOB: The Key can be found hidden inside Wildbury's burger bar on the corner just before you reach the raised car park jump.

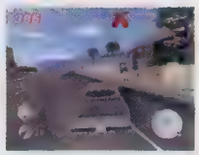
HUGGY TOKEN 1: In the junkyard area, drive quickly through the small section opposite the entrance and use the jump in order to reach the Huggy Token above the fence.

HUGGY TOKEN 2: Hidden behind a wall on the road that runs around the park. Keep your eyes open whenever you ride past the park and you'll soon find it.

EPISODE 3 – DEPARTURE GATES

Your primary goal for this episode is to escort the Swann family to the airport and protect them from attack. Whilst blasting you must be careful not to shoot any of the Swann family, and if they're unharmed you will complete the secondary objective.

KEY FOB: The Key can be found on the back of a truck on the left-hand side of the highway. Take care when crossing over to the other side of the carriageway.

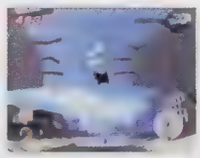


HUGGY TOKEN 1: The first Huggy Token can be found outside the entrance to the movie set on your way to the freeway, or it will be behind some crates outside the B Mart.

HUGGY TOKEN 2: The second Huggy Token shouldn't be difficult to find. As you cruise along the freeway look for a gap between the concrete lane markers and you should be able to grab it.

EPISODE 4 – WHEELS WITH WHEELS

Your primary goal for this episode is to race over to the casino and stop the stolen van. Once this is done you can then rescue the hostage. Your secondary objective is to reach the casino without crashing into more than three vehicles, so drive carefully.



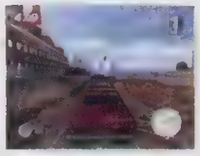
KEY FOB: The Key is high above a bridge and a huge leap is needed in order to collect it. As you are racing along the wasteground look out for the ramp and blast a turbo to get enough speed.

HUGGY TOKEN 1: As you dash to the casino you'll find the first Huggy Token on the drawbridge. If you're travelling fast you'll easily grab it.

HUGGY TOKEN 2: Once you have stopped the bullion van and chase after the hostage, look for the second Huggy Token behind the fence at Nu Auto Repairs yard.

EPISODE 5 – THE BIG SCORE PART 1

Your primary goal for this episode is to rescue Tami by following the instructions you are given. Whilst racing between the checkpoints, smash through at least ten storefronts to complete the secondary objective.
Note: You need to complete this level several times as the route taken doesn't always pass the items and the time limits prevent exploration.



KEY FOB: On a small bridge above the quarry near the huge grassy area on the way to the amusement park.

HUGGY TOKEN 1: At the start turn right by the burger bar, then take the first left into a small alley and race towards the far end. Leap over the road and you'll collect the first token in mid air.

HUGGY TOKEN 2: The second Huggy Token can be found underneath the donut jump behind the diner.

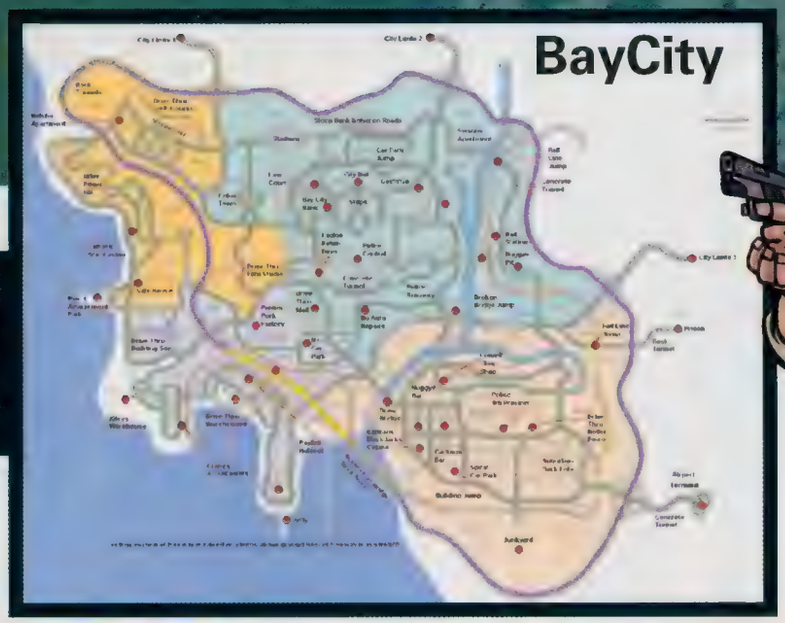
EPISODE 6 – THE BIG SCORE PART 2

Your primary goal for this episode is to tail the suspect without being seen. Once he has changed vehicles, give chase and prevent him from escaping. Whilst tailing the car, you must ensure that you don't drive through any red lights to achieve the secondary goal.

KEY FOB: On the main road heading towards the park, take the jump in the central verge and you'll collect the Key in mid air.

HUGGY TOKEN 1: As you trail the van you can find the first Huggy Token on a small ramp near the freeway entrance.

HUGGY TOKEN 2: The second Huggy Token can be found inside Deb's café when chasing the suspect. He should lead you straight to it.



FEELIN' LOST?

Still having trouble finding your way round Bay City? We're not surprised, considering the size of the city! But there are plenty of sights to see and this map will show you exactly where to go to check them out!

SEASON THREE

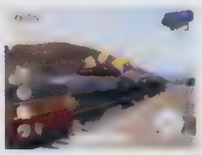
EPISODE 1 – BREAKOUT

A gang of criminals have busted out of the local prison. Chase down the prison bus and stop their escape at any cost. Whilst driving you need to ensure that you don't shoot the police to achieve the secondary goal.

KEY FOB: After exiting the train tracks, smash through some boxes on the right-hand side of the road and use the jump behind to grab the Key.

HUGGY TOKEN 1: As you approach the first level crossing, use the ramp on the left to leap over the moving train and grab the first Huggy Token. You only have one attempt at this and must be travelling at full speed.

HUGGY TOKEN 2: Follow the bus along the train tacks, and then use the ramp on the left to leap up onto the moving train. Drive straight along the roof to collect the second Huggy Token.



EPISODE 2 – PARKING TICKET

Your primary goal for this episode is to chase down and stop the three target vehicles before they can escape. Whilst driving you need to knock over at least 20 fire hydrants to achieve the secondary goal.

KEY FOB: The key for this episode can be found inside a container crate at the end of the dockside when chasing the black coupe.

HUGGY TOKEN 1: Drive into the underground car park and you can find the first Huggy Token on the right.

HUGGY TOKEN 2: Inside the mall you can find the second Huggy Token inside the shop on the corner, or it can be collected from the end of the pier in the dockside area.

EPISODE 3 – HOT TOMATO

Some cheeky villain has stolen your car and you must do your best to catch the thief in a battered old rental car. Whilst driving you need to ensure that you don't ram you lovely car more than three times in order to achieve the secondary goal.

KEY FOB: Take the building jump near the exit of the movie set and you can grab the Key Fob as you sail through the air.

HUGGY TOKEN 1: After a sharp left turn, ride up the ramp on the construction zone and then leap into the suspended pipe to pick up the first Huggy Token.

HUGGY TOKEN 2: Ride the ramp on the left-hand side of the movie set and you can collect the second Huggy Token at the very top of the ramp.

EPISODE 4 – SAVE THE SENATOR

The senator is driving from the airport to City Hall and your goal is to protect her limo from attack from vans and pedestrian assailants. Whilst driving make sure you don't crash into any civilian traffic to achieve the secondary goal.

KEY FOB: The Key for this episode can be found inside a crate outside the motel on the corner.

HUGGY TOKEN 1: The first Huggy Token can be found on the back of a trailer in the garage, or in the middle of the lake in the park. It all depends which route is taken by the limo.

HUGGY TOKEN 2: The second Huggy Token can be collected from inside the department store near City Hall.

EPISODE 5 – BOMBE SURPRISE

Your primary goal for this episode is to chase down the blue coupe and blast it until it crashes to a halt. Whilst driving you need to crash into as many cardboard boxes as possible to achieve the secondary goal.

KEY FOB: The Key Fob in this episode can be in several places, but usually it will be found inside one of the shops in the mall or outside the mall in the alley.

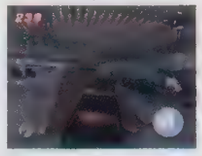
HUGGY TOKEN 1: This can be found close to the underground garage (see the map).

HUGGY TOKEN 2: At the top of a huge jump as you reach the top of the hill you can collect the first Huggy Token in mid-air.

EPISODE 6 – 18 WHEELS OF TROUBLE

Your primary goal for this episode is to defeat the gunmen, chase down the 18-wheeler and prevent it from reaching the city limits. In order to achieve the secondary goal, you must also destroy the scorpion vehicle as it leaps across the freeway.

KEY FOB: Take the jump in the second warehouse at top speed and you can grab the Key from the line of crates on the right.



HUGGY TOKEN 1: Once all the gunmen are dead, the truck will leave the warehouse and the first Huggy Token can be found inside.

HUGGY TOKEN 2: Blast the trailer on the back of the truck and soon enough it will detach and explode. The second Huggy Token can be found inside the ball of flames.

BOSS GUIDE

THE HULK

You may not think that you need to be told how to smash things up. And you'd be right. Still, things get a little bit tricky once our big green friend encounters some of the challenging end of level bosses. So, rather than letting the game get you angry (we're sure we wouldn't like you when you're angry), let P2 act as your soothing Betty Ross with this handy boss guide to calm you down...

ENTER THESE CODES ON THE CODE INPUT SCREEN TO CHEAT YOUR WAY TO VICTORY!

GMMSKIN
Invulnerability

FLSHWND
Regenerator

ANGMNGT
Full Rage meter

GRNCHTR
Unlimited continues

HLTHDSE
Double Hulk's HP

[illegible]
Double all enemies' HP

[illegible]
Halve all enemies' HP

FSTOFRY
Wicked punch

BRCESTN
Puzzle solved

NMBTHIH
Reset high score

TRUBLVR
Unlock all levels

THE FOLLOWING CODES MUST BE ENTERED AT A UNIVERSAL CODE INPUT. FIND ONE ON THE INFILTRATION LEVEL.

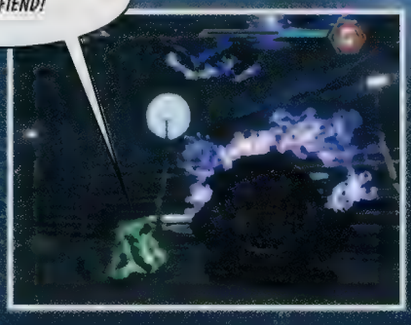
JANITOR
Unlock grey Hulk

SANFRAN
Unlock Hulk transformed art

PITBULL
Unlock Hulk vs Hulk dogs art

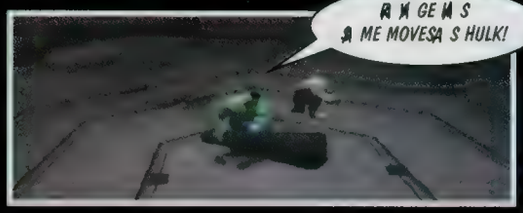
FIFTEEN
Unlock desert battle movie art

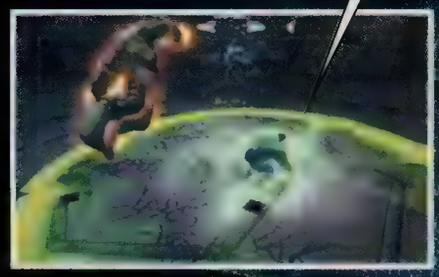
NANOMED
Unlock Hulk movie F/X



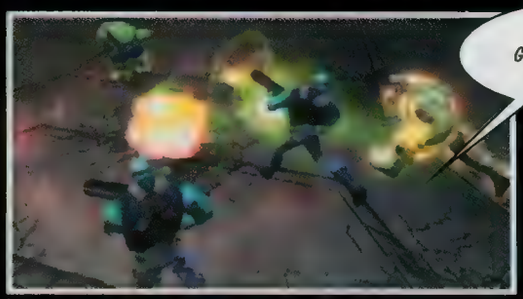
HALF-LIFE: *THIS M MPIRE-LIKE CR TURE A NNOT BE M RMED BY YOUR POWERFUL PUNCHES A ND WILL DR IN YOUR ENERGY SHOULD HE TOUCH YOU – SO DON'T M STE YOUR TIME TRYING TO DEF T HIM WITH YOUR FISTS. S RT THE B TTLE BY SM SHING THE M CHINES A ROUND THE REM , THEN THROW ITEMS T M LF-LIFE TO W KEN HIM LITTLE. NOW PICK UP ONE OF THE M NY DIS RDED PIPES ND USE IT S HUGE CLUB TO KNOCK THIS EVIL MONSTER INTO THE BROKEN M CHINERY. COMPLETE THIS FEW TIMES SUCCESSFULLY ND YOU'LL SOON DEF T THIS ENERGY-SUCKING B ST.*

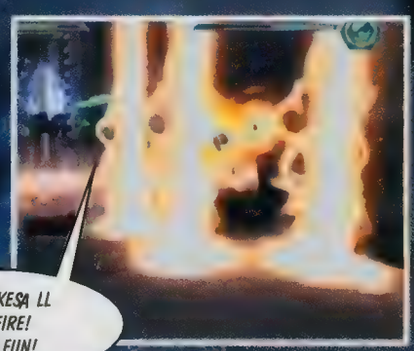
HULK USE BIG PUNCHES TO DAMAGE MADMAN!
MADMAN: THIS BATTLE CAN BE A LITTLE TRICKY AS MADMAN MASSES SOME VERY ASTUTE FOOTWORK AND CAN MOVE EXTREMELY QUICKLY. BEFORE EVEN ATTEMPTING PUNCH ON THE BIG RED GUY, START BY DESTROYING THE CONSOLES AROUND BETTY'S PRISON. ONLY THEN SHOULD YOU CONCENTRATE YOUR EFFORTS ON FIGHTING MADMAN. USE YOUR PUNCHES TO KNOCK HIM ABOUT A BIT AND THEN USE FLYING PUNCHES TO SKIP AROUND THE ROOM AVOIDING MADMAN'S ATTACKS. WHEN HE MISSES WITH A CHARGE ATTACK, DASH IN AND USE YOUR FISTS TO TEACH HIM A LESSON. PRETTY SOON HE'LL BE LOOKING FOR ANOTHER THAN MAD.
NOW YOU'VE MADE ME ANGRY!
HULK MUST DESTROY MACHINES AT CENTRE CONSOLE QUICKLY TO SAVE BETTY!
HULK WILL GET YOU, FLUX!
WHEN MACHINES ARE BROKEN, HULK CAN HURT FLUX AGAIN!
FLUX IS STRONG TOUGH OPPONENT
MUST THROW FLUX INTO THE MACHINE TO DAMAGE HIM!
FLUX: BEFORE YOU CHARGE IN WITH FISTS FLYING, IT'S WORTH KNOWING THAT FLUX MASSES SEVERAL AWESOME ATTACKS INCLUDING A LONG-RANGE BOMB THAT EXPLODES ON CONTACT. START THE BATTLE BY DESTROYING THE THREE GENERATORS AROUND THE EDGE OF THE ROOM. DISABLING THEM WILL TURN OFF THE SHIELDS AND ALLOW YOU TO GET STUCK INTO FLUX. PICK UP THIS ACTION MAN UNMANNED AND HURL HIM AT THE MACHINE IN THE CENTRE, BUT REMEMBER TO RUN AWAY IN ORDER TO AVOID THE PROJECTILES BEING THROWN AT YOU. ONCE THE GENERATORS APPEAR, DESTROY THEM AGAIN AND THROW FLUX INTO THE MACHINE A FEW MORE TIMES TO FINISH HIM.





RAVAGE: THIS ATTLE AN BE EXTREMELY HARD GOINGAS RAGE AN PERFORM EXACTLY THE AME MANOEUVRESAS YOU. START THE ATTLE BY TRYING TO PUNCH HIMA FEW TIMES, THEN SWITCH TO GRAB AND THROW MOVES TO AUSEA LITTLE MORE AMAGE. ONCE YOU HAVE DEPLETED HIS HALTH AR THE FIRST TIME RAGE WILLA TACKA INA COMANIED BY TWO GRUNTS. ASHA ROUND THEA REA TOA VOID THE BULLETSAND THEN USE THE LOGS THAT ALL FROM THE CEILING TO CLUB THE BOSS. IF YOU GETA CHANCE, GET IN CLOSEAND USE YOUR THROWS, BUT IT'S BEST TO AIT UNTIL RAGE IS SLIGHTLY AZEDA FTERA NATACK BEFOREA TTEMPTING THIS.





THE LEADER: THIS IS THE TOUGHEST FIGHT SO ARAS YOU BEGIN THE ATTLEAS BRUCE ANNERAND MUST REAIN YOUR POWERS BEFORE YOU ANACKLE THE LADER. HIT THE FOUR SWITCHES ON THE PILARS TO LOWER THE SHIELDAND THEN START PUNCHING THE AST MOVINGALIEN. USE YOUR JUMP PUNCH TO KNOCK HIM TO THE FLOORAND THEN RUNAWAYA SHORT DISANCE TO HELP YOU TO DODGE THE ASER BASTS. WHEN MULTIPLE LADERSAPPAR, AKE THEM OUT ONE BY ONE WITH FLYING PUNCHES UNTIL YOU FIND YOUR ARGETAND THEN GO FOR THE KILL.

POLYPHONIC & MONO TONES TO ROCK YA BLOWA

Yes, every tone listed is available in conventional mono tone and most in the NEW polyphonic style which combine various instruments and actually sound like real stereo music. You can check if your phone takes a polyphonic or mono tone below

TONE PREVIEW LINE **0906 782 9340**

CHECK PHONE COMPATIBILITY BELOW

TO ORDER ANY POLY OR MONO TONE FEATURED CALL

0907 787 8206

(1.) Call the number above (2.) Quote the 6-digit code (3.) Receive your selection

† OR ORDER FAST BY FAST TEXT SEE A, B, C OR D BELOW

TXT CHAT MESSAGES FROM 50P* YES just 50P*

(A) TO ORDER YOUR POLY RINGTONE BY TEXT:
A ULTRATONE + ORDER CODE + PHONE MAKE + PHONE MODEL + TO 80189
WORKS ON: VODAFONE, O2, ORANGE, T-MOBILE & VIRGIN NETWORKS
(A) e.g. If you wanted the Poly Airwolf Theme (108213) & you have a Nokia 7650 then Text: ULTRATONE 108213 Nokia 7650

(B) TO ORDER YOUR MONO RINGTONE BY TEXT:
B ULTRATONE + ORDER CODE + TO 80189
WORKS ON: VODAFONE, O2, ORANGE, T-MOBILE & VIRGIN NETWORKS
(B) e.g. If you want the Mono Airwolf Theme (100621) text ULTRATONE +100621 to 80189

(C) IF YOU CAN'T FIND THE SONG YOU WANT THEN TEXT:
C ULTRATONE + SONG TITLE TO 80189
ONLY AVAILABLE ON NOKIA
(C) e.g. If you want the Abba song WATERLOO text ULTRATONE WATERLOO to 80189

(D) CAN'T FIND THE ARTIST YOU WANT THEN TEXT:
D ULTRATONE + ARTIST NAME TO 80189
ONLY AVAILABLE ON NOKIA
(D) e.g. If you want Tatu's latest record text ULTRATONE TATU to 80189

THEN SEND YOUR TXT TO: 80189 ■ TEXT ORDER FROM S. IRELAND - TEXT TO 57080 ■ YOU MUST LEAVE A SPACE BETWEEN EACH WORD & CODE

TONE OF THE WEEK
D.Bedingfield – Never Gonna
(Mono)121670 (Poly)121546

GREATEST TOP 50 RINGTONES

Tone	Mono	Poly
Airwolf	100621	108213
Knightrider	100131	107030
Indiana Jones	100126	108821
Pulp Fiction	100695	109012
Fools & Horses	101226	108315
BBC Cricket	100685	116171
Joe 90	100805	111696
Benny Hill	100013	109279
The Simpsons	100219	107052
Get Carter	100896	108313
Italian Job	100691	107026
The A Team	100682	107898
Magnificent 7	100668	108832
Magic Round...	100663	107900
Winnie the Pooh	100253	107831
James Bond	100016	107023
Dambusters	100703	118331
Halloween	100048	109159
The Muppets	100064	108209
Great Escape	100038	107003
Eye of the Tiger	100687	108299
Beverly Hills Cop	100010	108195
Banana Splits	100804	108264
Rainbow	100696	108301
Hawaii 5 0	100690	108384
Godfather	100884	108294
Phoenix Nights	102796	107872
Stay Another... – E17	101766	118334
Enter the Dragon	101246	108312
Hope & Glory	101743	108447
S o t Water – D.Purple	100084	108369
You'll Never Walk Alone	100379	107041
Fields of A'ray – Celtic	100381	108273
Kingston Town – UB40	100939	109845
T'iar Bells – M.Oldfield	100094	107004
Faith – G.Michael	100218	118339
Do You Like... – DJ Piper	100589	118334
Sweet Child of Mine	101084	107012
Bat out of... M.Loaf	100343	119445
Next... – Snoop/Dre	100392	118335
The Way I Am – Eminem	100339	108210
Stan Eminem	100328	108329
Lose yourself Eminem	108002	107810
21 Secs – So Solid Crew	100861	107882
Hey Baby – DJ Otzi	101061	107048
U'Ground – Girls Aloud	108378	107893
Skåer Boi A.Lavigne	108011	110068
Cheeky Girls C Song	107986	107817
Bad Intentions - Dr Dre	101566	118363

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FRIENDS REUNITED

Tone	Mono	Poly
Addicted to... – R.Palmer	111616	111514
Baby I Don't ... – T.Vamp	111617	111515
Break My Stride – M.Wilder	111618	111516
Don't Leave - Communards	111619	111519
Everybody – Tears/Fears	111620	109319
Fade to Gray – Visage	111621	111521
Frankie – S.Sledge	111622	111522
Hungry Like – D.Duran	111623	111523
Come On... – Dexy M Run	100875	109315
If You Don't S.Red	111625	111625
Joanne – Kool + Gang	111627	111527
Labelled with... - Squeeze	111627	111528
Move Closer - P.Nelson	111628	111530
Stand &... – A & The Ants	111629	111531
Stand by Me – Ben E King	111630	111532
Tainted Love – Soft Cell	111631	111533
That's Ent'ment – The Jam	111632	111534
There She Goes – The La's	111633	111535
Through the – Spandau Bal	111634	111536
Vienna – Ultravox	111635	111538
Wishing I Was – Wet Wet Wet	111636	111540
Wonderful Life – Black	111637	111541
Wouldn't It Be – N.Kershaw	111638	111542

CHART TONES

Tone	Mono	Poly
DJ Sammy - Heaven	102511	107808
R.Miles - Children	100111	108251
Coldplay - Clocks	108122	112591
C Aguilera - Fighter	116897	118082
D J Sammy - Sunlight	112694	120223
J.Timberlake - Rock...	108146	117264
S Twain - Forever/Always	116898	119379
S.Paul - Get Busy	110980	117183
Busted – You Said No	112640	116166
L.Maffia – All Over	112595	116164
D.Sneddon – Don't Let Go	112695	116165
R 5 + O.C Make Luv	111639	112589
50 Cent – In Da Club	110993	111140
DMX – X Gon' Give it to Ya	110338	116167
White Stripes – 7 Nation	116170	116168
Triple 8 – Knockout	112620	116169
Jnr Senior – Move your Feet	110619	110626
K.Marsh Cry	112606	115485
R.Williams – Come Undone	112605	115736
Madonna – American Life	112693	115735
G.Gates Sprit	111214	111137
Mis-teeq – Scandalous	111173	111685
Blur Out of Time	115729	115734
D B'field – I Can't Read U	110537	115483
J.Lo&LL.Cool J – All I ...	110313	111138
D-Side – Speechless	112631	115737
Plummet – Damaged	115730	115738
D.Goodrem – Born to Try	110320	111139

THIS WEEK'S TOP 20

	Tone	Mono	Poly
1	Daniel Bedingfield - Never Gonna Leave Your Side	121670	121546
2	Beyonce Knowles - Crazy In Love	120398	120012
3	Stereophonics - Maybe Tomorrow	121671	121503
4	Benny Benassi pres The Biz - Satisfaction	121514	120606
5	Evanescence - Bring Me To Life	110559	111603
6	Wayne Wonder - No Letting Go	110352	120017
7	Deepest Blue - Deepest Blue	121672	121668
8	XTM+DJ Chucky+Annia - Fly on the Wings...	116215	118500
9	Triple 8 - Give Me A Reason	121673	121669
10	Pink ft. William Orbit - Feel Good Time	120282	120217
11	Fast Food Rockers - Fast Food Song	117372	118497
12	R Kelly - Ignition	116955	112674
13	The All American Rejects - Swing, Swing	121674	121507
14	Eminem - Business	120834	121375
15	Javine - Real Things	120376	121397
16	The Coral - Pass It On	121517	121410
17	D Side - Invisible	121518	121480
18	50 Cent - 21 Questions	120396	120009
19	Mis-teeq - Can't Get It back	120359	121377
20	Deitra Goodrem - Lost Without You	116243	120514

FILM & TV

Tone	Mono	Poly
Airwolf	100621	108213
A Team	100682	600266
Avengers	100622	109090
Baby Elephant Walk	100872	107794
Banana Splits	100804	108264
Battle of the Planets	100841	119446
BBC Cricket	100685	107033
Benny Hill	100013	109279
Beverly Hills Cop	100104	109096
Blue Peter	101221	118087
Bob the Builder	100816	119447
Braveheart	101154	108859
Buffy	100681	108216
Cagney & Lacey	100842	109107
Captain Scarlett	102789	108309
Chariots of Fire	100628	108523
Charlie's Angels	100502	119451
Chef's Song	102688	118085
Chitty Bang Bang	100807	110883
Crouch Tiger Hidden	110026	119453
Dad's Army	100686	118330
Dallas	100021	112298
Dambusters	100703	118331
Dangermouse	100817	108431
Dawson's Creek	100749	109873
Deer Hunter	100752	108579
Deep Space 9	101304	109128
Dirty Dancing	110028	110107
Dr No	100115	118081
Dr Who	100629	109127
Dukes of Hazard	102689	118336
Eastenders	100029	108388
Enter The Dragon	101246	108312
Enterprise	102792	118337
Entertainer	100030	108319
Eye of the Tiger	100687	108299
Fools & Horses	101226	108315
Formula One	102793	107638
Fraggle Rock	100854	108235
Friends	110615	108276
Inspector Gadget	100384	108572
Hyu..	1026901	119481
He-Man	101223	111695
Jim'll Fix It	101225	119461
Roobarb/Custard	100077	107031
Waltons	100850	109272
Futurama	102794	118342
Get Carter	100896	108313
Girl of my Best...	102798	118096
Gladiator	110031	119454
Godfather	100884	109148
Good/Bad/Ugly	100689	109256
Grange Hill	101170	112302
Great Escape	100382	107003
Halloween	100048	109159
Hawaii 5-0	100690	108384
Hitchhiker's Guide	102702	119459
Snow White	101150	109014
Hulk	101155	109167
If I Were A Rich Man	100868	118340
Indiana Jones	100126	108281
Italian Job	100691	107026
Itchy & Scratchy	102190	118340
Jackass	102708	117260
James Bond	101126	107023
J & the Magic Torch	100843	118360
Jaws	100764	109171
Jesus Christ S'star	100889	118359
Joe 90	100805	111696
Jurassic Park	100667	109176
Knightrider	100131	107030
Hope and Glory	100750	108447
Laurel & Hardy	101145	119462
Magic R'about	100631	107900
Magnificent 7	100668	108382
Matrix	116230	107800
Miami Vice	101308	109117
Mission Impossible	100412	107896
Monkey	102710	119463
Monty Python	100055	108392
Munsters	100063	109196
Muppets	100064	108209
Philadelphia	110038	119464
Phoenix Nights	102796	107872
Pink Panther	100632	107771
Postman Pat	100147	109216
Professionals	100694	108321
Pulp Fiction	100695	109012
Raggy Dolls	101227	119465
Rainbow	100696	108301
Robin Hood	100791	109229
Rockford Files	100697	111698
Rocky	101343	111697
Rupert the Bear	101239	117136
Saint	116229	109011
Scooby Doo	102302	107020
Sesame Street	100082	109238
Sex and the City	102187	107002
Simpsons	102191	107052
Smallville	102711	119466
Smurfs	101228	108570
Snowman	101241	118100
Spooks	120553	120614
Spiderman	100997	108355
Star Trek	101546	108317
Star Wars	100086	119450
Starsky & Hutch	100698	118091
Sweeney	100088	118097
Terminator	101086	109255
Teletubbies	100091	118095
Thunderbirds	100090	109258
Titanic	100092	119726
Top Gun	100699	108304
Trigger Happy	102693	119467
Wallace & Gromit	100700	118101
Where Eagles Dare	100893	118348
Winnie the Pooh	101253	107831
X Files	101385	109022
Zip-A-D-Doo-DA	101174	109281
A.Powers	101077	107793
Romeo/Juliet	102770	108622
Casablanca	101083	108471
Lion King	100627	107740
Annie's Song	102771	108836
Grease	101754	108383
Joseph/Drmct	102033	110081
Trigger Happy	102693	119467

FOOTBALL

Tone	Mono	Poly
Arsenal One Nil	100940	108300
Villa – My Old Man	110617	110925
B'ham Keep Right...	100495	120603
B'burn – Wild Rover	100803	108455
Bolton – Run Run	111004	110946
By Far ...	102188	
Cardiff – Men of ...	101742	116253
Celtic – Fields of...	100381	108273
Charlton – Valley...	100144	116993
Chelsea – Blue is...	100499	120596
Crewe – Blue Moon	100489	108265
England – Gr Escape	100382	116473
England – Vindaloo	100329	116473
England – 3 Lions	100950	106997
E'ton/W'ford – Z Cars	100380	120619
E'ton – Altogether	100968	
Fulham – Al Fayed	121003	110853
Here We Go	120494	120495
If You Know Your...	102345	120601
Leeds – Marching...	100375	110510
L'pool – Never Walk...	100379	107041
Man City – Blue...	100489	108265
M.Utd/Spurs –Glory...	100493	108278
Boro – UR My Boro	111005	110970
M'wall – No One...	100787	109336
N'castle – Blaydon...	110616	110875
Forest – Land...	100750	108447
R'gers – Simply...	100802	120612
Singing The Blues	101101	120613
Sheff U – Agadoo	100004	115741
S'ton – When the...	100378	116256
Stand Up If U Hate	100941	108300
S'land – Daydream...	100491	108938
The Liquidator	100680	120616
W'Brom – The Lord...	110618	110952
W'Ham – Forever...	100377	110852
Amazing Grace	108021	108832

CHART NUMBER 1'S

Tone	Mono	Poly
G.Gates Spirit...	111214	111137
R.5-O.C – Make Luv	111639	112589
Busted – You Said...	112640	116166
C.Aguilera – Beautiful	110317	107845
tATu – All The...	109923	110304
D.Sneddon – Stop...	109954	110088
G.Aloud – Sound of ...	108378	107893
T.Craft – Loneliness	112714	116463

60'S

Tone	Mono	Poly
Whiter... – P.Harum	100794	109737
Bad...– C.Clearwater	101552	107802
Blue Moon – Marcels	100849	108265
Bye Love – E.Bros	101350	108443
Congrats – C.Richard	101677	108589
Fun Fun Fun – B.Boys	101318	108395
God Only...– B.Boys	102433	109780
Good ...– B.Boys	102434	109401
Heart...– D.Warwick	102489	112203
House of ...– Animals	100833	108386
Can't Help...– Elvis	100761	109508
Unusual – T.Jones	100856	107765
Jailhouse... – Elvis	100762	109509
Jumpin...– Stones	100835	109781
Love Me...– Elvis	100763	109511
Mrs Robinson – S&G	101434	108461
Pretty...– R.Orbison	100788	108993
Sound of Music	101815	108669
Surfin USA – B.Boys	100662	108390
That'll Be...– B.Holly	101438	108480
We've...– Carpenters	100648	109918
Wouldn't ...– B.Boys	101327	108953
You've Lost That...	100796	109295

BEATLES

Tone	Mono	Poly
Eleanor Rigby	100356	109411
Hard Days Night	100800	108806
Hey Jude	100318	109416
Hey Jude (Verse)	100357	108627
I Feel Fine	100359	109412
In My Life	100360	108804
Love Me Do	100361	109424
Nowhere Man	100362	109429
Penny Lane	101436	109004

BOY BAND

Tone	Mono	Poly
All That I...– B.Zone	108040	110859
As Long...– B.Boys	100184	108599
Want...– B.Boys	100240	110906
Love on...– B.Squad	108003	108537
One Love – Blue	107905	107806
Reminisce – B.Squad	110362	110458
Sorry...– Blue & E.J	108012	107839
These are... – O.Town	108157	107869
Tonight – W.life	110582	112590
Uptown...– W.life	100435	109027
What Makes... W.life	100410	110105

DANCE

Tone	Mono	Poly
Children R.Miles	100111	108251
C. E'wood Gorillaz	100437	107759
Don't Call...– M.Ave	100209	107748
I Got to...– D.B'field	101454	107018
My Vision – Jakkata	102700	108763
Shake Ur...– Shy Fx	101848	108244
Superstar – Love Inc	109977	107822
Tour De...- K'work	121449	121451

R'N'B TONES

Tone	Mono	Poly
All... – JLo&LLCJ -	110313	111138
Always... – J.Rule	101564	107029
Scandalous – M.Teeq	111173	111685
All Over – L.Maffia	112595	116164
Beautiful – S.Dogg	110318	110388
Can't...– K.Rowland	112602	116460
Girlfriend – N Sync	101975	108236
Get Back – M.Teeq	120359	121377
Bump– 2BK+P.Diddy	108079	111689
Dilemma – N&K	107901	108310
Call Me - Tweet	102450	108266

RAGGA

Tone	Mono	Poly
Abuse – G Nook	111182	111034
Africa – R Mashaits	111183	111039
Bad Mind – B.Cham	111184	111040
Cannabis – R.D. Ray	111185	111035
Clappin – Capleton	111186	111041
Five – B Hammond	111189	111044
Friday – VC	111190	111045
This ... – Busman	111199	111082
Smickle – DYCR	111197	111037
War – Sanchez	111201	111083

70'S 80'S & 90'S

Tone	Mono	Poly
500 M – P'claimers	102733	110401
3 Times...– L.Ritchie	102783	109293
Agadoo – Black	100004	116971
Air That I ...– Hollies	100801	110099
Baggy...– Madness	102053	119444
Beat It – M.Jackson	100959	109309
Borderline – Madonna	101748	109682
Birdie Song – Tweets	100014	119468
Brown...– V.Morrison	102201	109850
Careless...– G.Michael	100760	108561
Cars – G.Numan	102075	107743
Changes – D.Bowie	101811	112324
China Girl – D.Bowie	110051	112325
Copaca...– B.Manilow	101392	120260
Deadweight – Beck	102049	115491
Disco – Ottowan	101263	116986
Dock...– O.Reading	100832	019282
Don't Go – Yazoo	102105	110892
Don't ...– EJ/K Dee	100885	109496
Don't...– H.League	100785	102811
Down...– Kool+Gang	101752	109879
Express...– Madonna	100755	109683
Fairground – S.Red	101661	110083
Gypsies...–Cher	108042	109882
Hands Up – Ottowan	101461	116979
High – L.Family	101755	110903
Holiday – Madonna	100754	110399
I Fee... – D.Summer	108169	110468
I Will... – G.Gaynor	100128	108798
Jealous... – J.Lennon	101597	109671
Lets Hear...– D.W'ams	102775	112651
Want to...– Queen	100795	109755
Want...– Jacksons	100954	107829
We Are...– S.Sledge	101770	112669
Weather...– Crowd Hse	101581	110891
What Can... – Corrs	101998	107757
Material...–Madonna	101824	108796
Perfect 10 – B.South	102740	110935
Robin Hood – Clannad	101707	109229
Sailing – R.Stewart	100787	109336
Satisfaction – Stones	100798	109785
Summer...– B.Adams	100837	112663
Upside...– D.Ross	101862	113771
4 Seasons – C.House	101577	118341
Blame... – Jacksons	101683	118362
Denis – Blondie	102055	118332
Faith – G.Michael	100218	118339
Good...– B.South	101592	118361
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Kinky... – H.Mondays	101820	118358
Lovesick – Gangster	101799	118355
Suspicious... – Elvis	100471	109515
Stay... – E17	101766	118334
Stop – Erasure	101803	118352
Where...– P.Sarstedt	101339	118350

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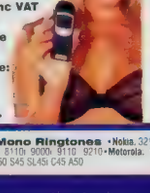

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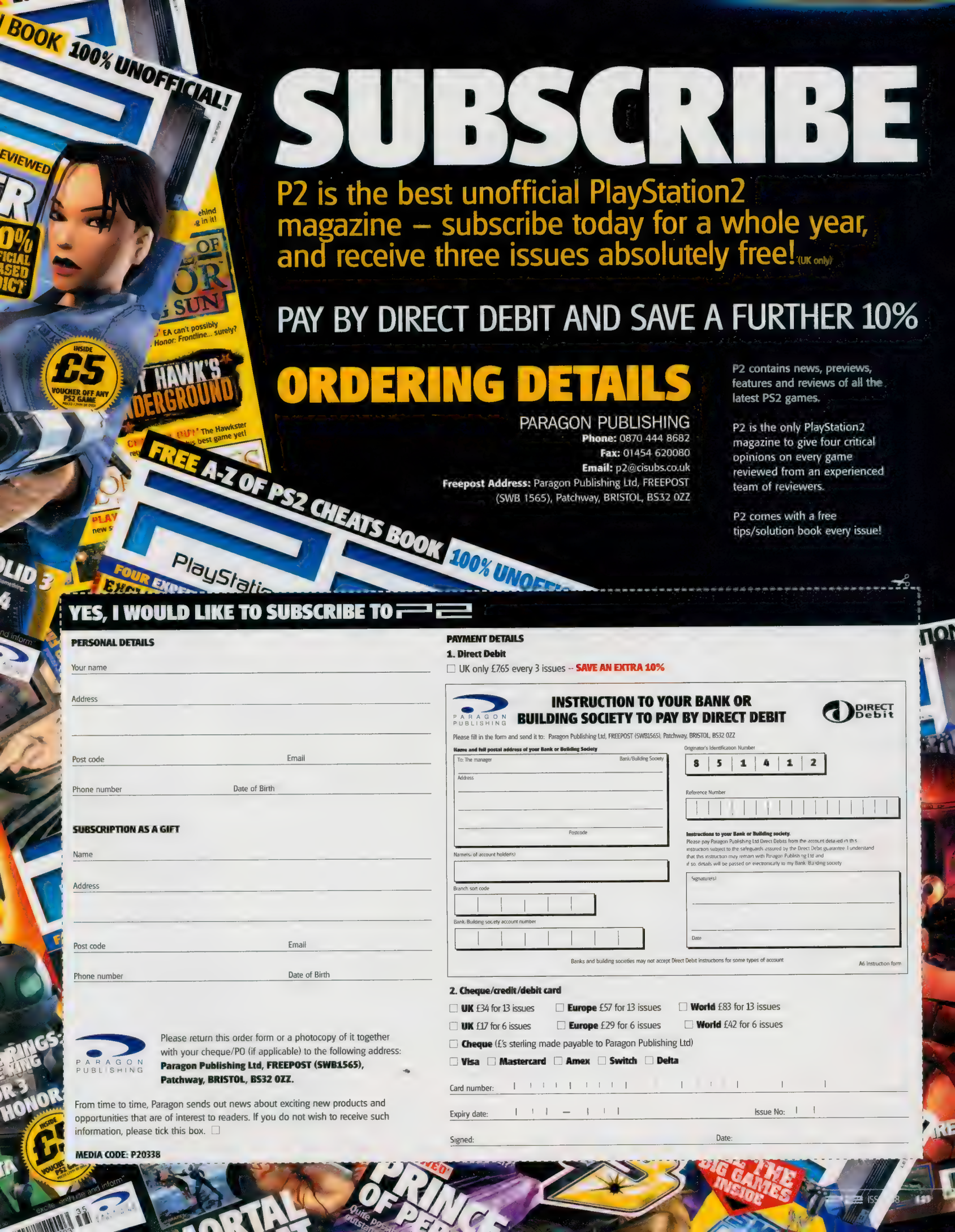

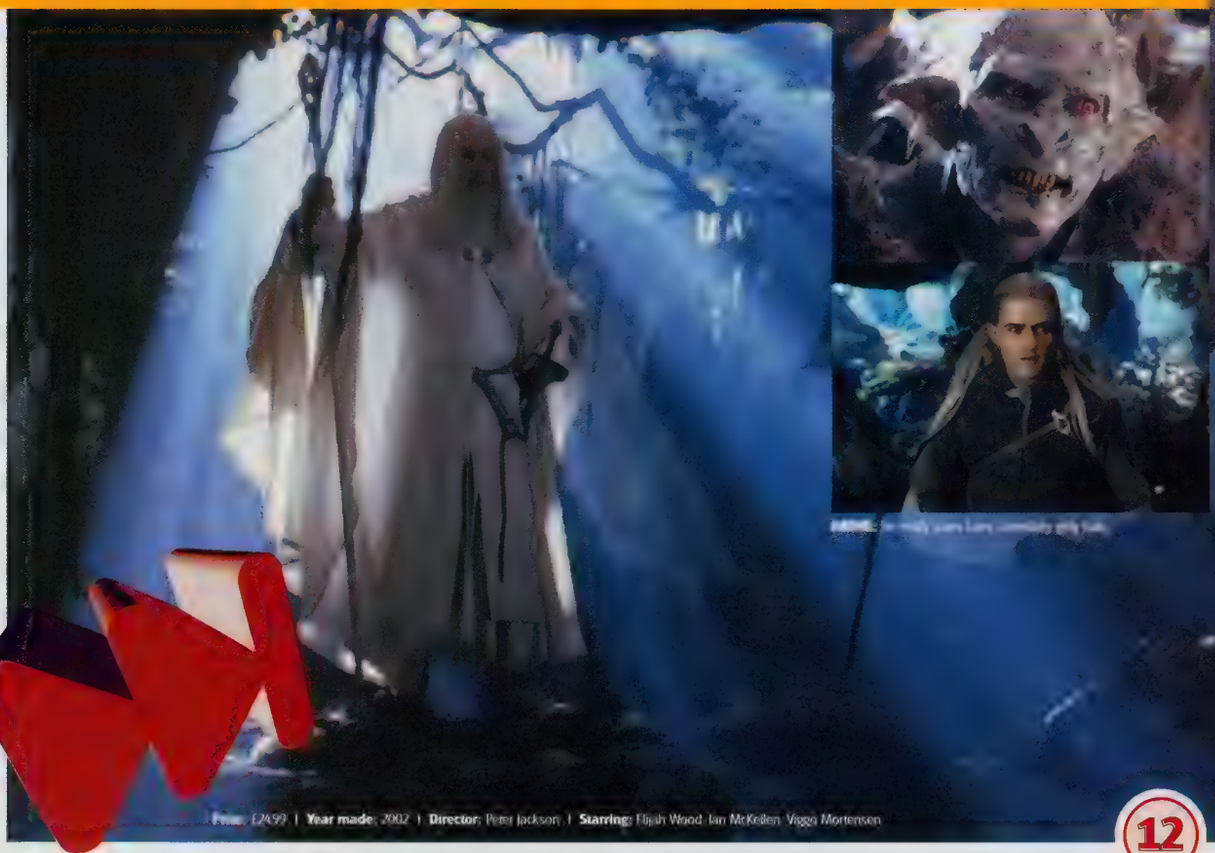

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THE LORD OF THE RINGS THE TWO TOWERS

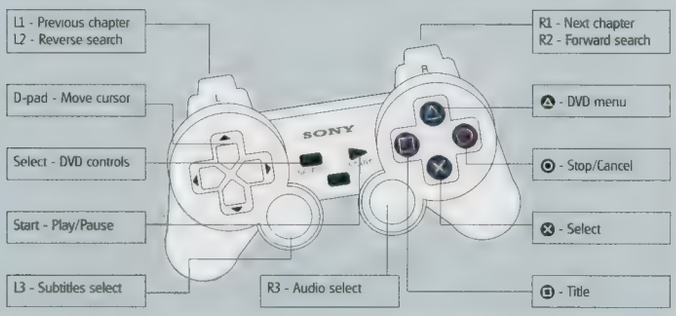
Two Towers to rule them all?

Orlando Bloom skydiving and bungee jumping. Billy Boyd and Dominic Monaghan shooting pool. Sean Astin directing his own film. Viggo Mortensen getting a little too carried away by the rapids. Peter Jackson as a bus driver. Liv Tyler smiling through her three-hour transformation into Arwen. Elijah Wood and Astin bonding during 5am makeup calls. Bloom training in fencing, archery and horse riding, all the more remarkable after breaking his back in 1998. Miranda Otto getting excited about 'kicking butt' and Mortensen. Two stuntmen wearing 'I Survived Helm's Deep' t-shirts. These are just a handful of the evocative images you'll remember at the end of the two-odd hours of features for *The Lord Of The Rings: The Two Towers*.

We go deeper into the grungy pseudo-medieval human world in this second instalment of JRR Tolkien's saga and, as such, it reaches a new level of exciting entertainment. Sean Bean's Boromir is missed and scenes involving Pippin and Merry amongst Treebeard's branches are the weakest links, but nevertheless this is a superior epic to *The Fellowship Of The Ring*. With more battle sequences than you can toss a dwarf at, engaging characters (Gollum, especially, is a work of art), staggeringly beautiful landscapes, intriguing power plays and timeless themes of love, honour and duty, *The Two Towers* is a world you'll want to return to again and again.

HOW TO OPERATE THE DVD PLAYER

A quick reference guide for those of you without a DVD remote...



TOP DVDS

In the exciting preview of *Return Of The King* we find Jackson in his cutting room. There's a bountiful supply of cool footage from the final film and Peter explains how the story focuses on the high-staked destinies of Aragorn (Mortensen) and Frodo (Wood). We see the Minas Tirith set being built in the same quarry where Helm's Deep stood and Jackson sits with a graphic artist and shows the rough battle formations of the 200,000-strong orc army on a computer screen. He reveals how they've applied their motion capture procedure for Gollum to horses to ensure no harm comes to the animals. Peter marvels as 250 horses gallop by and their thunderous sound is recorded.

Picture presentation is flawless, as is audio. The Dolby Digital EX track is a cut above industry-standard 5.1 as it creates a virtual sixth rear centre channel from the pair of real speakers behind you, but another reason for buying the extended version is its best-you-can-possibly-get audio option of DTS-ES 6.1.

A mark of the quality of any DVD is how much exclusive effort has been made by the filmmakers, stars and distributor to enhance our appreciation of their film. For DVD fans, this clears the decks of all promotional detritus that clogs up so many DVDs, intimate and entertaining though these items are. The way is now clear for Jackson and his family of cast and crew to indulge themselves, take their time with the next DVD and give us something truly 'precious' to treasure.

>>James Beech

- Family Guy: Complete Season 3
- Ghost Ship
- Daredevil
- Friends: Series 9 – Episodes 13-16/17-20/21-24
- Terminator Collection
- Solaris
- Bo Selecta: Complete Series 1
- Super Furry Animals: Phantom Power
- Gangs Of New York
- Family Guy: Complete Season 4

EXTRAS

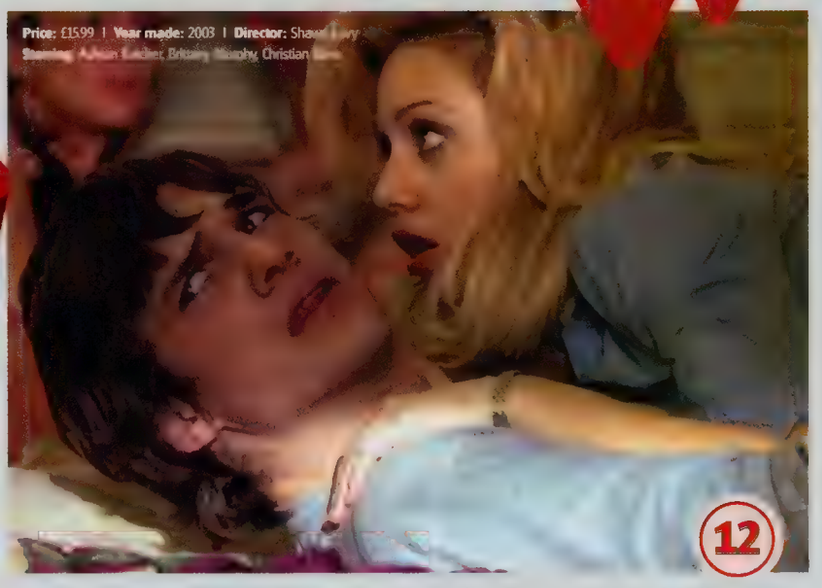
- 'On The Set – *The Lord Of The Rings: The Two Towers*' featurette (14 mins)
- 'WB Special: Return To Middle-earth' documentary (43 mins)
- *The Long And Short Of It* short film (7 mins)
- 'The Making Of *The Long And Short Of It*' featurette (8 mins)
- 'Forces Of Darkness, Designing The Sounds Of Middle-earth', 'Edoras: The Rohan Capital', 'Creatures Of Middle-earth', 'Gandalf The White', 'Arms And Armor', The Battle of Helm's Deep' and 'Bringing Gollum To Life' featurettes from www.lordoftherings.net
- Behind the scenes preview of *Return Of The King* (12 mins)
- 'Gollum's Song' music video by Emiliana Torrini
- Preview of Electronic Arts' video game *Return Of The King* (3 mins)
- Preview of '*The Two Towers*: Special Extended Version' (5 mins)
- Theatrical trailer
- Teaser trailer
- 16 TV spots
- Subtitles in English

OVERALL

Impressive – but the best is yet to come!

4

OUT OF 5



Price: £15.99 | **Year made:** 2003 | **Director:** Shawn Levy

Starring: Ashton Kutcher, Brittany Murphy, Christian Kane

12

JUST MARRIED

Till death us do part... maybe!

Love can make you do the strangest things, but is spending a honeymoon incarcerated in ice, on the defence from berserk Italian pigeons or crashing into the middle of another couple's most intimate moment the true test of devotion?

Newlyweds Sarah (Murphy) and Tom (Kutcher) are from opposite sides of the LA track. Radio traffic announcer Tom and Beverly Hills 'It' girl Sarah fall head over hills for each other after a chance encounter on the beach. With the sound of wedding bells behind them the pair set off on a romantic European vacation, but what should be the perfect honeymoon soon turns into the holiday from hell. With the appearance of Sarah's meddling ex-fiancé Peter (Kane) at practically every port of call, the couple's love is put to the ultimate test.

A real popcorn romcom of a movie, *Just Married* is ultimately rewarding entertainment thanks in most part to the two talented leads (Murphy proving she's a cut above most of today's teen-screen sensations) and a relentless script.

DVD fans are rewarded with some enjoyable deleted scenes and a lively commentary from Kutcher, Murphy and director Levy; though, on the other hand, they are thoroughly let down by a throwaway making-of featurette and a grating 'Reel Comedy' special, in which a humour-free host quizzes the two leads about being in love – pretty sickening.

There's nothing here to set the DVD world alight but the film still manages to fan the flames of love.

>>Adrian Tankard

OVERALL

The movie endears but the disc is nothing to fall in love with

3

OUT OF 5

ABOVE: The locks on these things never worked properly.

ABOVE: The path of true love never runs smoothly

Price: £19.99 | Year made: 2002 | Director: Gore Verbinski | Starring: Martin Henderson, [illegible]

THE RING

Like pirate videos? Not after this...

Hollywood re-workings of foreign movies are rarely a good idea. Throw all the talent in the world at it and the best you can hope for is something in the realms of *Vanilla Sky*.

Take this rule, combine it with a latter day Japanese horror classic and a director whose previous credits were *Mouse Hunt* and *The Mexican*, and *The Ring* is rather a blessing.

A nightmarish videotape condemning anyone that watches it to die horribly within seven days is thought to be an urban myth – until four teenagers meet the same grizzly demise a week after they watch a suspicious tape full of bizarre imagery.

Enter investigative reporter Rachel Keller (Watts), a newshound determined to sniff out the truth behind the video nasty. After finding the deadly tape, she tries to explain its origins – however, in one of the stupidest moves ever, she endangers her own life and that of her son and ex-husband Noah (Henderson) by not only watching the tape, but by also leaving it lying around her flat.

With less than a week to figure out the origin of the tape and save those she loves, Rachel's investigations lead her to a horse ranch with a tragic history of pain and suicide that may be the key to her survival.

'Chilling' is an understatement. Verbinski's movie pushes the boundaries of Hollywood's scare factor. Both horror and thriller, the seams between the two genres are delicate and effective, matched by the director's bleak but beautiful vision, demented editing and determination for his movie to seep into your subconscious and haunt you.

Less than haunting is a lacklustre DVD effort from DreamWorks. Picture and sound are vibrant, but it's decidedly lacking extras. All you'll find, in addition to a trailer for the original Japanese version, is a 15-minute movie by Verbinski entitled 'Don't Watch This'. A selection of deleted, unused and existing scenes from the movie cut together to add new depth to the plot lines, it's a nice touch, but it's the only touch, serving a dismal blow to what should have been a DVD as hard-hitting as the movie itself.

OVERALL
A chilling movie on a stone cold DVD.
3
OUT OF 5

»**Adrian Tankard**

ABOVE: The Pamela Anderson and Tommy Lee tape finally cropped up.

THE BOX OFFICE

The Good Thief

Starring: Nick Nolte, Marc Lavoine, Nutsa Kukhianidze

Out to rent: 1 September

Nick Nolte gives a compelling performances as Bob Motagnet, a compulsive gambler on a losing streak. In order to solve his cashflow troubles, Bob opts to rob a priceless collection of art from a casino in Monte Carlo – but will this 'last job' go to plan? A gripping Gallic escapade that's worth taking a gamble on.

The Hours

Starring: Nicole Kidman, Meryl Streep, Julianne Moore

Out to rent: 8 September

Spanning the breadth of the last century, *The Hours* focuses on three women; author Virginia Woolf (the Oscar-winning Kidman), Laura Brown, a frustrated Fifties housewife (Moore) and Clarissa Vaughan, a modern-day New Yorker (Streep) whose life parallels that of Woolf's own literary creation, Mrs Dalloway. Sublime performances lend this melancholy drama a delicate charm.

Confessions Of A Dangerous Mind

Starring: George Clooney, Sam Rockwell, Julia Roberts

Out to rent: 22 September

The unstoppable Mr Clooney makes his directorial debut in undisputed style, with this sharp drama adapted from the memoirs of Chuck Barris by Charlie Kaufman. A notorious TV producer, Barris also allegedly enjoyed a successful sideline as a CIA assassin, but his double life threatens to catch up with him.

Price: £15.99 | Year made: 1991 | Director: Ed Bye | Starring: Adrian Edmonson, Rik Mayall, Brian Glover

BOTTOM SERIES 1

Living the low life!

Seedy, broke, pathetic, violent – these aptly describe Richie (Mayall) and Eddie (Edmonson), London's loneliest losers. But the word that sums them up best is hysterical.

Richie is a highly-strung, sex-starved social elitist, Eddie a salt of the earth, beer-guzzling porn fanatic and together they sit in their flat complaining about life, arguing and more often than not beating the hell out of each other with kitchen utensils.

In this collection of their first six outings, the boys try to use pheromone spray to pull two lesbians, kill a gasman and watch cricket – for free from their neighbour's rooftop.

After *The Young Ones* and *The Dangerous Brothers*, Mayall and Edmonson go together effortlessly, blending character and slapstick beautifully. Their comedy is timed to perfection, and this well-honed partnership makes many episodes like 'one-take' scenes.

Digital tinkering makes the best of a 12-year-old full frame TV show but, typical of many BBC efforts, extras are kept to a minimum: in this case to a gag reel nowhere near as funny as the show itself.

OVERALL
Classic British comedy, but on a disc that will barely raise a smile.
4
OUT OF 5

»**Adrian Tankard**

MISERY SPECIAL EDITION

Go ahead... break a leg

Big-screen adaptations of Stephen King novels have varied wildly in quality, but up there with the best is 1990's *Misery*, which won an Oscar for its fantastic female lead Kathy Bates, and left audiences wincing at one of the most excruciating scenes of calculated violence cinema had ever seen.

When famous novelist Paul Sheldon (Caan) is left stranded following a road accident, he's rescued by local girl and – coincidentally – big fan Annie Wilkes, who sets about nursing him to recovery. However, fan-girl Annie isn't entirely balanced, and as time progresses it becomes increasingly clear that Paul is in fact a prisoner at the hands of his 'number one fan'.

A personal favourite of King's, *Misery* was one novel he was apparently reluctant to relinquish, but director Reiner explains in his commentary that the novelist let it go on the provision that Reiner – who saw something of himself in the character of Sheldon – produced or directed it. Reiner commentates here as he watches the

film for the first time in a decade, and is clearly enjoying the opportunity to reminisce on a project held in fond regard. Likewise, screenwriter Goldman – who apparently suggested Bates for the role – commentates as he too watches the film for the first time in years.

Most major players appear in the disc's excellent 30-minute documentary, which covers the adaptation and making of the movie, the chilling camerawork and a particularly intriguing dissection of the brutal final scene. The jovial Reiner closes the documentary by revealing that one day he will show *Misery* to his children, and they will realise he is "more twisted than they had imagined".

Eight themed photo galleries, trailers and a featurette on the film's music complete a solid set of extras, and with decent A/V quality, this special edition is well worth hobbling out for.

>> **Karen Hollocks**

OVERALL

Misery is back from the dead on a rounded special-edition disc.

4+

OUT OF 5

PlayStation 2

REGION 2 RELEASES

Your monthly update of forthcoming DVDs

September

1-Sep-03	Blake's 7: Complete Series 1	ONE TO WATCH	£49.99
1-Sep-03	Chronicles Of Narnia...		£12.99
1-Sep-03	Colin Fry's Sixth Sense		£14.99
1-Sep-03	Committed		£15.99
1-Sep-03	Curse Of The Jade Scorpion		£15.99
1-Sep-03	Elvis Presley: The Movies Boxset		£69.99
1-Sep-03	Encounter In The Third Dimension		£15.99
1-Sep-03	Ever Decreasing Circles: Collection		£46.97
1-Sep-03	Falling For A Dancer		£9.99
1-Sep-03	First World War In Colour, The		£24.99
1-Sep-03	Gracie Fields (Boxset)		£49.99
1-Sep-03	Grease 2		£15.99
1-Sep-03	Heaven		£15.99
1-Sep-03	Human Remains: Series 1		£19.99
1-Sep-03	Innocent Moves		£15.99
1-Sep-03	John Wayne: The Classics Boxset		£59.99
1-Sep-03	Life On Earth: Complete Series		£34.99
1-Sep-03	Living Planet, The: Complete Series		£34.99
1-Sep-03	Magdalene Sisters, The		£17.99
1-Sep-03	Monarch Of The Glen: Series 1 & 2		£49.99
1-Sep-03	Narc	ONE TO WATCH	£19.99
1-Sep-03	NYPD Blue: Season 2		£44.99
1-Sep-03	Of Unknown Origin		£12.99
1-Sep-03	People Like Us: Series 2		£19.99
1-Sep-03	Private Life Of Plants, The: Complete Series		£19.99
1-Sep-03	Ring, The	ONE TO WATCH	£19.99
1-Sep-03	Rudy: The Rudy Giuliani Story		TBC
1-Sep-03	Rumpole Of The Bailey: Series 1 & 2		£49.99
1-Sep-03	Rumpole Of The Bailey: Series 3 & 4		£49.99
1-Sep-03	Sitcom Classics (Set)		£64.99
1-Sep-03	Two Weeks Notice	ONE TO WATCH	£15.99
1-Sep-03	Will And Grace: Complete Series 1		£44.99
1-Sep-03	Will And Grace: Complete Series 2		£59.99
1-Sep-03	Winnie The Pooh: Vol 3		£15.99
1-Sep-03	X-Files, The: Season 7 Boxset	ONE TO WATCH	£79.99
8-Sep-03	Bad Boys (Superbit)		£12.99
8-Sep-03	Born On The Fourth Of July		£19.99
8-Sep-03	Cotton Club, The		£12.99
8-Sep-03	Crimes Of The Heart		£12.99
8-Sep-03	Die Hard Trilogy (Boxset)		£19.99
8-Sep-03	Doctor Who: The Two Doctors		£19.99
8-Sep-03	Ealing Classics Collection		£34.99
8-Sep-03	Endurance, The		£12.99
8-Sep-03	Escape To River Cottage		£24.99
8-Sep-03	Extreme Prejudice		£99.99
8-Sep-03	Far And Away		£19.99
8-Sep-03	Friends: Series 9 Boxset	ONE TO WATCH	£99.99
8-Sep-03	Frighteners, The		£19.99
8-Sep-03	Happiness: Series 2	ONE TO WATCH	£19.99
8-Sep-03	John Carpenter's Vampires (Superbit)		£12.99
8-Sep-03	Jungle Book 2, The		£19.99
8-Sep-03	Lawrence Of Arabia (Superbit)		£12.99
8-Sep-03	Lion In Winter, The		£12.99
8-Sep-03	Man From Uncle, The: Boxset		£29.99
8-Sep-03	Maximum Overdrive		£12.99
8-Sep-03	Mercury Rising		£19.99
8-Sep-03	Minder: series 7		£24.99
8-Sep-03	Miffy: Volume 1		£14.99
8-Sep-03	Moonlight Mile		£17.99
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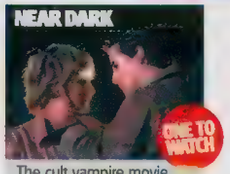
8-Sep-03	Nickelodeon		£12.99
8-Sep-03	On The Edge		£19.99
8-Sep-03	One, The (Superbit)		£12.99
8-Sep-03	Onion Field, The		£12.99
8-Sep-03	Patch Adams		£19.99
8-Sep-03	Queer As Folk: Definitive Collector's Ed		£39.99
8-Sep-03	Quiet American, The	ONE TO WATCH	£17.99
8-Sep-03	Rambling Rose		£12.99
8-Sep-03	Sanitarium		£15.99



The cult vampire movie *Near Dark* takes a bite out of DVD with an excellent two-disc set.

Hugh Grant and Sandra Bullock pucker up for the lightweight romcom *Two Weeks Notice*.

Ay carumba! Fox helps us kill time until Season 3 with five themed Simpsons DVDs.

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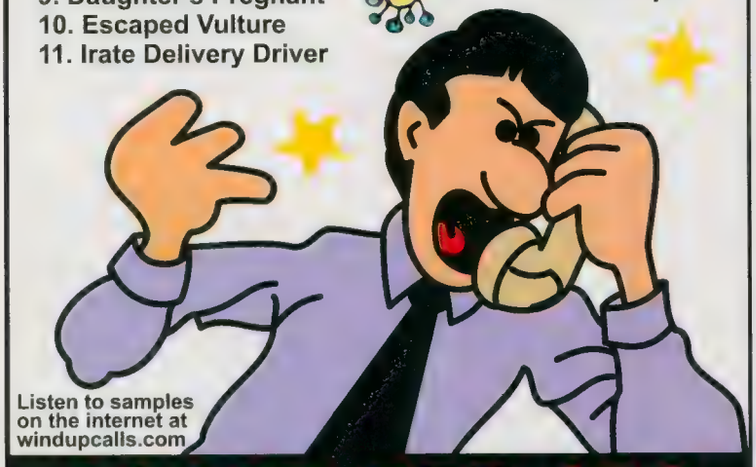

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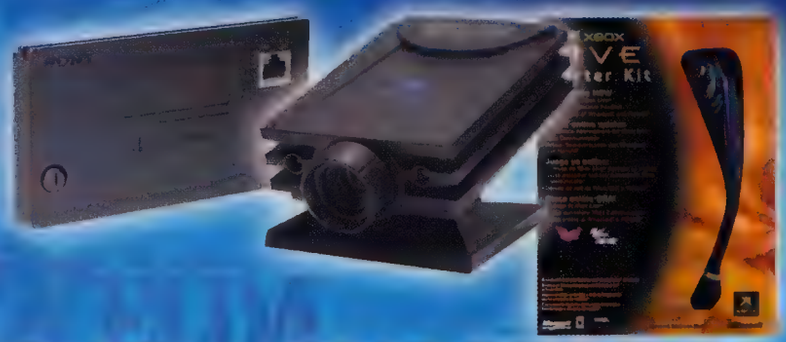

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COMING SOON

Issue 39 – Forget the rest, read the best!

EXCLUSIVE PREVIEW
We've got it!

MEDAL OF HONOR RISING SUN

We return to the frontline for a very exclus[ive look at] one of the most [eagerly] awaited sequel[s ever]

SOUL CALIBUR II

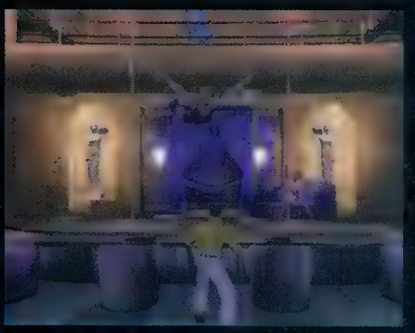
One of the sexiest looking beat-'em-ups around is about to descend upon your PS2

SPLASHDOWN 2

Prepare to get very wet with THQ's latest racer that goes about as far 'off-road' as is physically possible!

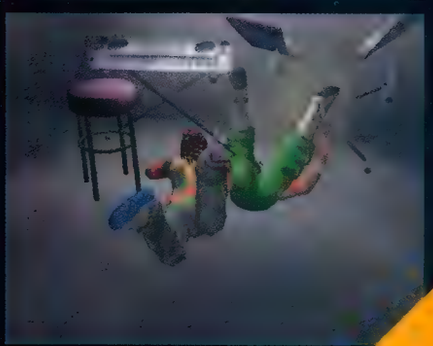
HARDWARE

It didn't show up quite when we expected it to last month – fingers crossed that Sony pulls its finger out this time around!



BACKYARD WRESTLING

An activity that you *definitely* shouldn't try at home – unless you happen to be playing the new beat-'em-up from Eidos, that is!



PLUS!

DISNEY EXTREME SKATE ADVENTURE

The *Tony Hawk's 4* engine with well-known Disney characters – this one is everything we expected... and more!

CELEBRITY DEATHMATCH

Ever wondered what it would be like to dismember a famous person? Fear not ya psychos – Take 2 is giving you the chance to do it legally!

FINDING NEMO

Is it us, or does something around here smell fishy?

TONY HAWK UNDERGROUND

Just when you thought it couldn't get any better – *Tony Hawk* meets *Grand Theft Auto*!

POP IDOL

No, really. We can't believe they're turning it into a game either – at least let us be able to punch Simon Cowell...

PLUS...

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Amy Studt - Misfit: 8755
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Avril Lavigne - Complicated: 7977
Avril Lavigne - I'm With You: 8065
Avril Lavigne - Losing Grip: 8944
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BACKFILE

It may not look like much now, but the original *Driver* was the height of technological achievement!

Me getting arrested in front of the London Eye...

I'd tell you what time it is – if I could read the bloody face on Big Ben!

The Eiffel Tower may be in place, but the rest of Paris isn't quite so accurate...

Outside the LA Convention Centre – home of E3!

On the streets of LA – on Los Angeles Street!

WELCOME TO CYBER CITY...

Take a road trip around the famous cities of the world without even leaving your sofa...

There was a time when we gamers were quite happy with a 2D scrolling strip of tarmac that we could fling a Ferrari Testarossa along, with little more to concern us than dodging oncoming traffic and outrunning the cops. In the early life of the driving game, the only ingredients needed to impress were decent-looking cars and some enjoyable circuits. Whether the tracks had any bearing on reality was of little or no importance, and the concept of creating an entire city with complete freedom of movement was inconceivable. At least, until the advent of the 32-bit console and a certain game called *Driver*.

A revolutionary leap forward, not only did *Driver* have entire cities to cruise round at your leisure, it was actually possible to recognise where in the world they were. *Driver* had recreations of Miami, San Francisco, Los Angeles and New York that featured famous landmarks and recognisable stretches of road. The feeling of driving around a virtual world that looked and felt like somewhere that really existed added an unprecedented level of realism never before seen in a driving game.

But that's not to say that the game was a carbon copy of the real world. The power of the PSone and technology of the time meant that the cities in *Driver* still employed an element of artistic interpretation. They were constructed in a fairly basic fashion (grids of streets, straight roads and city boundaries stopped you driving too far) and were only really an 'impression' of the places they were representing. But it did set the ball rolling. Games like *Driver 2* and *London Racer* expanded on Reflections' original title by adding curved roads (in order to create freeway ramps and the like), differing surfaces (like mountain paths and off-road tracks) and bigger, better cities with more to do and plenty more to see.

Yet it wasn't until the PlayStation2 and *Grand Theft Auto III* that in-game cities went from impressive to awe-inspiring. Liberty City may not have been based on any real world metropolis, but unlike previous games in this mould – which had civilian traffic and that's about it – Liberty City was a real-time, living, breathing environment with its own population, weather system and infrastructure. It was easy to think at the time that nothing could get better than this.

But we were wrong. *The Getaway* was in town. And with it came nearly 30 square miles of London. Not just any old miles – from Global Positioning data, geographical information and countless photographs, developer Team Soho had recreated a functioning version of the capital so authentic that you could find your way around using an A to Z, pointing out your favourite watering holes and fast food restaurants along the way. For a while, *The Getaway* sat proudly at the pinnacle of realistic driving experiences.

In the meantime, games like *London Racer World Challenge* and *Midnight Club II* made do with stereotypical interpretations of cities – Union Jacks and buses denoting London, skyscrapers and yellow cabs representing New York and neon signs in Tokyo – while *Starsky & Hutch* and *Vice City* built their own massive, but fictitious maps from scratch. But none looked like they could top the achievements of Team Soho's gritty gangster game.

But as we all know – *True Crime: Streets Of LA* is nearly here, complete with – according to Executive Producer Chris Archer – 250 (yes, you heard right) square miles of meticulously crafted Los Angeles. And, while our proud capital is steeped in history and famous tourist attractions, it can't boast such sights as Hollywood Boulevard, Beverly Hills and Santa Monica. We've only just started cruising the accurately recreated streets of virtual LA. There's still about 210 square miles left for us to explore...

PlayStation 2

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Fatal Frame
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA World Cup 2002
Fighting Fury
Final Escape (SOS)
Final Fantasy 10
Fire Blade
Fisherman's Challenge
Forever Kingdom
Formula 1 2001
Formula 1 2002
Four by Four Evolution
Freekstyle
Freestyle BMX 2
Freestyle Metal X
Frontline (M. of Honor)
Futurama

G = 07

G1 Jockey
Galerians: Ash
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 3
Gran Turismo Concept
Grand Prix Challenge
Grand T Auto: Vice City
Grand Theft Auto 3
Grandia 2
Grandia Xtreme
Gravity Games
Great Escape*
Green Rogue
GTA 3
GTA: Vice City
GTC Africa
Guilty Gear X2
Gumball 3000
Gundam: J to Jaburo
Gungrave

H = 08

Hack (Dot)
Harry Potter C.of Secrets
Haven: Call of the King
Headhunter
Herdy Gerdy
High Heat Baseball 2002
High Heat Baseball 2003
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Shots Golf 3
Hot Wheels: Velocity X
HSX: Hypersonic Xtreme
Hulk

I = 09

I. Jones: Emperor's Tomb
In Cold Blood
Incredible Hulk
Indycar Series
Int. Superstar Soccer 2
Int. Superstar Soccer 3
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution
Italian Job

J = 10

J.Bond: Agent Under Fire
J.Cameron's Dark Angel
J.Moseley's Mad Trix
Jade Cocoon 2
Jak & Daxter
James Bond: Nightfire
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2
Jurassic Park Op Genesis
Just Bring It

K = 11

Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen 2
King of Fighters 2000
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002

L = 12

L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Lara Croft: Ang. of Dark.
Largo Winch
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lego Drome Racers
LMA Manager 2003
Loony Tunes Space Race
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Lotus Challenge

M = 13

Mace Griffin B'nty Hunter
Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix (Enter the)
Max Payne
Maximo
McGrath's S'cross World
Medal of Honor Frontline
Men In Black 2 Alien Esc.
Metal Gear Solid 2
Metal Gear Solid 2: Sub.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Millionaire
Minority Report
MLB 2004
MLB Slugfest 2003
MLB Slugfest 2004
Mobile Suit Gun.: Z.Front
Mobile Suit Gun.F.v Zeon
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.
Mort.Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
Mummy Returns
Music 3000
MVP Baseball 2003
MX 2002
MX Rider
MX Superfly
Mystic Heroes

N = 14

NASCAR Thunder 2002
NASCAR Thunder 2003
Naval Ops: W. Gunner
NBA 2K3
NBA Live 2003
NBA Starting Five
NBA Street Volume 2
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2003
NCAA Football 2004
Need for Speed H.Purs.2
NFL 2001
NFL 2002
NFL 2003
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Gameday 2002
NFL Primetime 2002
NHL 2003
Nightfire
No One Lives Forever

O = 15

Off Road Fury
Off Road Wide Open
Oni
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Op. Genesis Jurassic Park
Operation Winback
Operative (N.O.L.F.)

P = 16

Pac-Man World 2
Paris-Dakar Rally 2
Penny Racers
Player Manager 2001
Player Manager 2002
Pool Master: Q-Ball
Powerpuff Girls: Relish R.
Premier Manager 2002
Pride Fighting Champ.
Primal
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero
Pryzm: The Dark Unicorn

Q = 17

Q-Ball: Billiards Master
Quack Attack
Quest for Dragon B. Staff

R = 18

R Carmichael's MX 2002
Racer Revenge
Raging Breath
Ratchet and Clank
Rayman 2: Revolution
Rayman 3
Rayman M
Real Robot Regiment
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: C. Veronica X
Resident Evil: Dead Aim
Return to C. Wolfenstein
Revolution: Quake 3
Riding Spirits
Rise of the Akkadian
Road Rage
Robocop*
Robot Wars
Robotech: Battlecry
Rocket Power Bch.Bandits
Rocky
Romance of 3 Kingdom 7
RTS: Army Men
RTX Red Rock
R-Type Final
Run Like Hell
Rune: Viking Warlord
Rygar: Legendary Adv.

S = 19

S Palmer's Snowboarder
Scooby Doo: 100 Frights
Scorpion King
Seek and Destroy
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope
Silent Scope 2
Silent Scope 3
Simpsons' Skateboarding
Simpsons: Road Rage
Sims
Sly Racoon
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Speed Kings
Spiderman The Movie
Splinter Cell
SpongeBob S'Pants: RFD
Spy Hunter
Spyro: Ent.the Dragonfly
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Racer Revenge
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Street Hoops
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super Trucks
Superman S of Apokolips
Syberia

T = 20

T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator: Dawn of Fate
The Bouncer
The Fellowship Of Ring
The Getaway
The Great Escape*
The Hulk
The Italian Job
The Legend of Black Kat
The Mark of Kri
The Matrix
The Mummy Returns
The Scorpion King
The Simpsons Skateboard
The Sims
The Thing
The Two Towers
Theme Park World
This is Football 2002
This is Football 2003
Thunderhawk: Op.
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: W.of Whisk.
Tom Clancy: Ghost Recon
Tom Clancy: Sum of Fear
Tom Clancy's Splinter Cell
T. Raider: Angel of Drk.
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Total Immersion Racing
Treasure Planet
Triple Play 2002
Turok: Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger

U = 21

Ult.F.Champ: Throwdown
US Navy Seals (SOCOM)

V = 22

Vampire Night
Vexx
Vice City, G.T.A.
Virtua Fighter 4: Evol.
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 23

Wakeboarding Unleash.
War of the Monsters
Warriors of M & M
Way of the Samurai
Wild Arms 3
Winback
Wipeout Fusion
Wolfenstein, Return to
Wolverine's Revenge
World Chmp. Snooker 03
World Rally Champ.2 Ext.
Worms Blast
Wrath of Cortex
WRC: World Rally Champ
Wreckless: Yakuza Miss.
WWE Crush Hour
WWE Smackdown! S.Y.M.

X = 24

X Games: Skateboarding
XGRA*
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Xtreme G3

Y = 25

Yu-Gi-Oh! Duel Monst. 2
Yu-Gi-Oh! Duel. of Roses

Z = 26

Zorro (Shadow Of)

0-9 = 27

007 Agent Under Fire
007 Nightfire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
7 Blades

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